

LOGIC 3

# Spectrum Club

BRITAIN'S No.1 SOFTWARE CLUB

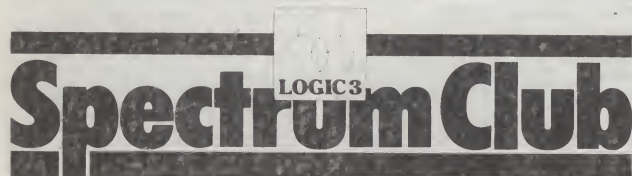
AUTUMN ISSUE 1984



Careful attention to product storage and a computer-assisted stock control system means a rapid turn-around of customers orders.

## LOGIC 3- Best products-Best prices

Welcome to the second edition of the Logic 3 Spectrum Club. Our reviewers have carefully sifted through hundreds of programs to select only the very best, and—as we hope you will agree—our prices are also the very best that you will find anywhere.



The Logic 3 Spectrum Club has something for everyone: regular reviews, excellent savings on all the latest top quality games and educational software, discounts on hardware and a chance to enter our games designer competition and win £1,000!

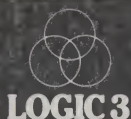
### NEW MEMBERS INTRODUCTORY OFFER

Join Logic 3 Spectrum Club *within 30 days* and benefit from our new members introductory offer to purchase our "Software Specials" at a huge discount.

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## LOGIC 3's SOFTWARE PANEL

Neil Atkinson, pupil of Sir William Borlase School, spends his weekends in a shop selling home computer software, intends to work as a journalist.

Andrew Goltz, director of Logic 3, spent 6 years with Commodore's UK and International Division, instigated Commodore's 'Approved Product' scheme for third party software.

Bliss Healey, graduate of London School of Economics, has translated business software into French, currently working on the design of graphics for educational software.

Tony Takoushi, software consultant to "Computer Games and Systems Retailer", regular contributor to "Personal Computer Games", runs his own software consultancy service—TACS.

## INSIDE

### ★ EDUCATION

*A selection of the most effective educational programs available on the Spectrum designed for children from the age of 4 to 16.*

### ★ GAMES

*The best games for the Spectrum selected by our own review panel and rated according to: graphics, sound, colour, originality and interest.*

### ★ PROGRAMMING

*The 'Learn BASIC' tutorials really show you how to write structured programs in easy to understand stages.*

### ★ UTILITIES

*Design your own games.*

### ★ SPECTRUM CLUB

*Save up to 1/2 the cost of your Spectrum Software.*

## CLUB OFFERS

# 50%

Following the outstanding success of the Logic 3 Spectrum Club launch, now comes the 2nd edition of the Club catalogue—offering huge discounts to Club Members over a wide range of products. Thanks to its position as a major distributor of Spectrum software Logic 3 is able to bulk purchase software and offer excellent value to Club Members. Members can choose

from an extensive range of Spectrum products including best-selling games and educational programs.

The Club is continuing its special offer to new members. Many items in the catalogue are marked down at new member discounts at up to 50%—and a few titles are available at £1.95, while stocks last. But hurry—the new member's offer is only valid for 30 days.



## ARCADE

### 3D Tank



Machine:  
16/48k  
Joystick:  
None (Redefine-  
able Keys)  
Category:  
Arcade/Strategy  
Publisher:  
DK Tronics

**New Member  
£2.75  
Special Price**

Price: £4.95 Club price: £3.75

As the only surviving gunner on the very last Defence Barrier, only your skill and daring can save your people from the enemy tank force which is fast approaching. Your radar scanner will assist you in detecting the approaching tanks, and to track and destroy them! An excellent three dimensional simulation which will enthral all enthusiasts of the new arcade games which mix superb arcade action with strategic planning.

Ratings: /10  
Graphics: 8  
Sound: 5  
Colour: 6  
Originality: 7  
Interest: 7  
Order code: 3DTAN

### Ad Astra



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Sinclair  
Interface II  
Category:  
Arcade  
Publisher:  
Gargoyle Games

Price: £5.95 Club price: £4.45

Your patrol ship is coasting in deep space when suddenly your peace is disturbed by Space Pirates. Armed with scatter bombs, fragmentation bombs and their giant mine-layers, the Pirates represent a serious threat to inter-stellar peace. Use your courage and lightning reactions in an action-packed arcade game.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7  
Originality: 6  
Interest: 8  
Order code: ADAST

### Arcadia



Machine:  
16/48k  
Joystick:  
None  
Category:  
Arcade  
Publisher:  
Imagine

**New Member  
£1.95  
Special Price**

Price: £5.50 Club price: £4.15

Your specially equipped craft, the Arcadia, has to face the deadly races of the Astorian Empire. At your disposal are the dual plasma disruptor guns and ion thrust drive. Quite simply you must destroy as many of the enemy as possible who will attack in formation in various waves, each wave lasting a set time period. If you destroy the entire fleet within the time limit another fleet will attack. Arcadia is a Spectrum classic with enough action to satisfy even the most demanding alien annihilators!

Ratings: /10  
Graphics: 6  
Sound: 7  
Colour: 6  
Originality: 5  
Interest: 6  
Order code: ARCSP

### Avenger



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

**New Member  
£1.95  
Special Price**

Price: £5.95 Club price: £4.45

Flying above mountains—the terrain is very dangerous—you have to do your best to survive. Attack the launch pads, missile silos, etc. using lasers and bombs. However, the enemy fighters are a lethal threat with their own guided missiles, lasers and bombs. Take care—you have been warned.

Ratings: /10  
Graphics: 5  
Sound: 4  
Colour: 6  
Originality: 6  
Interest: 5  
Order code: AVENG

### Beaky and the Eggsatchers



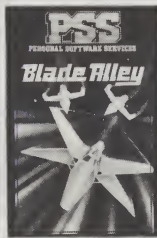
Machine:  
48k  
Joystick:  
Kempston  
Sinclair II  
Cursor  
Protek  
Category:  
Arcade  
Publisher:  
Fantasy

Price: £5.50 Club price: £4.50

Beaky belongs to the family of Andromedan armed Condors, the rare goggled variety! Beaky possesses magical powers with which he can defend himself against other alien creatures. Your objective is to try and brood, hatch out and rear as many little Beakys as possible through 12 different screens of formidable arcade action.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 6  
Originality: 9  
Interest: 7  
Order code: BEAKY

### Blade Alley



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
P.S.S.

Price: £5.95 Club price: £4.75

As you climb into your ion drive interceptor you wonder if your nerves will stand up to another mission. Can you take the stunning 3D graphics as the alien ships hurtle towards you? Incredible arcade action featuring many different scenes.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7  
Originality: 7  
Interest: 8  
Order code: BLAAL

### Blue Thunder



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Richard Wilcox

Price: £5.95 Club price: 4.25

After skilfully piloting your jetcopter through a bombardment of electronic storms, you must then face yet another wave of deadly jet fighters. You must penetrate deep beyond enemy lines, break through the defence screen of a remote island, and rescue your comrades, who are held captive by an unstable nuclear reactor which you must first destroy. High quality graphics with very smooth scrolling scenery.

Ratings: /10  
Graphics: 8  
Sound: 6  
Colour: 7  
Originality: 7  
Interest: 7  
Order code: BLUTH

### Bugaboo



Machine:  
48k  
Joystick:  
None  
Category:  
Arcade  
Publisher:  
Quicksilver

**New Member  
£3.55  
Special Price**

Price: £6.95 Club price: £5.25

New planets offer new challenges and your beloved Bugaboo has to search the planet surface to find a safe place for himself and the helpless flea. Great action, character, colours and sound make this a compulsive and original game which offers some of the

finest scrolling scenery ever produced for the Spectrum.

Ratings: /10  
Graphics: 9  
Sound: 6  
Colour: 8  
Originality: 8  
Interest: 7  
Order code: BUGAB

### Cavern Fighter



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Bug Byte

Price: £5.95 Club price: £4.25

The newest and best 'skramble' type game. Guide your ship, Gamma 14 through the deadly caverns, the automatic missiles, the precious fuel dumps, the cavern guardians, the asteroids, but can you destroy the dictator's base? Now is the chance for you to find out! Detailed graphics and very smooth screen scrolling make this undoubtedly the best 'skramble' game yet.

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 7  
Originality: 5  
Interest: 8  
Order code: CAVER

### Cookie



Machine:  
16/48k  
Joystick:  
Kempston  
Protek  
Category:  
Arcade  
Publisher:  
Ultimate

**New Member  
£2.75  
Special Price**

Price: £5.50 Club price: £4.15

Cookie has all the ingredients for a great arcade game that is fun to play. Charlie the Chef keeps all his ingredients locked away in the pantry and only puts them out when he needs them. This makes them rather angry and the ingredients jump out of the pantry and attempt to knock Charlie into his cooking bowl! Charlie can only stun them with flour bombs and try to finish his creation as quickly as possible.

Ratings: /10  
Graphics: 9  
Sound: 6  
Colour: 8  
Originality: 8  
Interest: 6  
Order code: COOKI

### Eskimo Eddie



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Category:  
Arcade  
Publisher:  
Ocean

Price: £5.90 Club price: £4.45

Featuring Per and Grauer th you have to n evil clutches must defend deadly Snow iceblocks for he thinks he's nastier. Good

Ratings: /10  
Graphics: 7  
Sound: 7  
Colour: 7

### Exterminator



Price: £5.95

As the Extern screen after s goods' who t forms each w attack. Your accept it's c alive as long

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 6

### Factory B



Price: £5.95

Far away on trouble at the has been take monsters, wh factory's self The hero, Zirk left, and it is through peril key to the fac the first scre be transforme and as he wa energy to rea defend himsel micron rays. reaches Zirke the latest des Ill robot. He is the deadly rej gone out of c to survive, the and many mo A really origi graphics dem skill.

Ratings: /10  
Graphics: 9  
Sound: 7  
Colour: 8



## JOIN THE SPECTRUM CLUB

Featuring Percy Penguin, Snailbug and Grauer the polar bear. Firstly, you have to rescue Percy from the evil clutches of Grauer. Then Percy must defend himself, against the deadly Snowbug, pushing the iceblocks for protection. Each time he thinks he's won, the bugs get nastier. Good luck!

Ratings: /10

Graphics: 7  
Sound: 7  
Colour: 7

Originality: 8  
Interest: 8  
Order code: ESKD

### Exterminator



Machine:  
16/48k  
Joystick:  
Kempston  
Protek  
Category:  
Arcade  
Publisher:  
Silersoft

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

As the Exterminator you must clear screen after screen of alien 'no goods' who take up to 7 different forms each with its own brand of attack. Your mission, should you accept it, is quite simply to stay alive as long as possible!

Ratings: /10

Graphics: 7  
Sound: 6  
Colour: 6

Originality: 6  
Interest: 7  
Order code: EXTER

### Factory Breakout



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Category:  
Arcade  
Publisher:  
Poppy Soft

Price: £5.95

Club price: £4.75

Far away on the Xial, there is trouble at the Rocket factory. It has been taken over by alien monsters, who have activated the factory's self destruct mechanism. The hero, Zirkey, is the only robot left, and it is your job to guide him through perilous screens to find the key to the factory and escape. On the first screen, Zirkey has yet to be transformed into a full robot, and as he waits for the column of energy to reach him, he must defend himself from the deadly micron rays. When the energy reaches Zirkey he transforms into the latest design, a Zirconium Mk III robot. He is then transported to the deadly rejection line, which has gone out of control. If he manages to survive, then onto the lift room and many more hazards. A really original game, with superb graphics demanding a high level of skill.

Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 8

Originality: 9  
Interest: 8  
Order code: FACBR

### Firebirds



Machine:  
16/48k  
Joystick:  
None  
Category:  
Arcade  
Publisher:  
Softtek

New Member  
**£2.95**  
Special Price

Price: £5.95

Club price: £4.45

A fast moving, smooth, hi-resolution 'shoot 'em up game' with 4 stages to overcome. At first a host of weaving firebirds will attack, then a blue weaver will join them in the second stage; the third stage has white bombers who will try to ram your ship. Finally, there's the mothership confrontation but first you must blast through its shields whilst avoiding the deadly firebirds who will commit suicide in an attempt to protect their home base.

Ratings: /10

Graphics: 8  
Sound: 7  
Colour: 7

Originality: 8  
Interest: 8  
Order code: FIREB

### Fireflash



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

Fast!Fast!Fast! You are in command of 4 missile launch sites, protecting your planet from the multihead missiles launched by kamikaze enemies. There is also a facility to redesign the game and a free game on the 'B' side.

Ratings: /10

Graphics: 5  
Sound: 4  
Colour: 6

Originality: 6  
Interest: 6  
Order code: FIREF

### Galactic Warriors



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

Two arcade classics—Space Invaders and Centipede—combined to make one of the fastest 'shoot 'em up' games around. You are armed with lasers, but the enemy? Well just wait and see! Good graphics, two arcade classics in one.

Ratings: /10

Graphics: 6  
Sound: 5  
Colour: 7

Originality: 6  
Interest: 7  
Order code: GALWA

### Harrier Attack



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Durell Software

New Member  
**£3.45**  
Special Price

Price: £5.95

Club price: £4.45

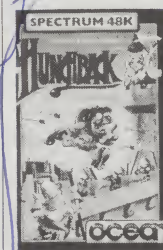
As you take off from your aircraft carrier you realise that you are on your own. Your task is to destroy the enemy's defences. You are armed with bombs and rockets. As you fly over the enemy island your plane is damaged by anti aircraft fire—but if you eject you may just survive for another mission!

Ratings: /10

Graphics: 7  
Sound: 6  
Colour: 7

Originality: 7  
Interest: 7  
Order code: HARSP

### Hunchback



Machine:  
48k  
Joystick:  
Kempston  
Protek  
Sinclair II  
Category:  
Arcade  
Publisher:  
Ocean

New Member  
**£4.45**  
Special Price

Price: £6.95

Club price: £5.45

Quasimodo must rescue the imprisoned Esmeralda from the castle stronghold. Jump along the ramparts, swing over the fiery pits dodge the arrows and fireballs and remember to keep ahead of the chasing knight. 15 screens of fun and excitement, each one more difficult than the last. An arcade 'classic'.

Ratings: /10

Graphics: 9  
Sound: 6  
Colour: 7

Originality: 5  
Interest: 8  
Order code: HUNSP

### Jetpac



Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ultimate

New Member  
**£2.75**  
Special Price

Price: £5.50

Club price: £4.15

As chief test pilot you have to assemble the three rocket sections and continue your voyage to the next planet. Certain planets hold vast treasures and you can try to collect them while preparing your rocket. Once the rocket is assembled you need six fuel pads before you can blast off. You may use your jet pac and laser to move around the planet to collect fuel and treasure, and ward off the

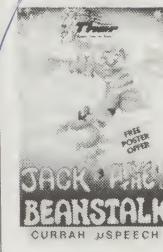
alien attacks.

Ratings: /10

Graphics: 9  
Sound: 8  
Colour: 8

Originality: 8  
Interest: 6  
Order code: JETPA

### Jack and the Beanstalk



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Thor Software

Price: £5.95

Club price: £4.50

This game is no fairytale—more like a nightmare! First you climb the beanstalk, then, when you have found the castle you must search for the giant's riches. Fight off the creatures that guard the goose that lays golden eggs. Superfast graphics and action combine to make a really entertaining game.

Ratings: /10

Graphics: 8  
Sound: 8  
Colour: 7

Originality: 9  
Interest: 8  
Order code: JTB

### Lunar Jetman



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ultimate

New Member  
**£3.15**  
Special Price

Price: £5.50

Club price: £4.15

This is the sequel to Ultimate's ever popular Jet Pac. You have landed on an alien planet. your mission is to destroy the enemy missile installation. Your equipment includes: a Hyper-glide Moon Rover, Quad Photon Lasers, a Bridging Unit and anything else that may come your way as you explore the planet.

Ratings: /10

Graphics: 9  
Sound: 8  
Colour: 8

Originality: 8  
Interest: 7  
Order code: LUNJE

### Monsters in Hell



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Softtek

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

Hell is not the safest place to hang around in especially when you have to defend yourself from the mad monk and his demons.

Ratings: /10

Graphics: 7  
Sound: 5  
Colour: 6

Originality: 7  
Interest: 7  
Order code: MIH

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## Missile Defence



Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Anirag

New Member  
**£3.45**  
Special Price

Price: £5.95

Club price: £4.45

This is one of the 6 versions of Missile Command currently available for the Spectrum and once you have experienced this game you will not need to see the others. This is one of the fastest, smoothest and most action packed games ever written for the Spectrum. You have 6 cities to defend with your 3 laser bases, by intercepting the IBM rockets as they descend on your cities and destroying the planes and 'smart bombs' which can evade your fire.

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 7

Originality: 5  
Interest: 8  
Order code: MISDE

## Morris meets the Bikers



Machine:  
ZX Spectrum,  
16k/48k  
Joystick:  
Kempston  
AGF  
Category:  
Arcade  
Publisher:  
Automata UK

Price: £6.00

Club price: £4.00

Your task, as Morris, is to drive around the car park collecting coins (10), to feed into the slot at the closed barrier. Unfortunately, kamikaze bikers are running loose in the car park, and crashing into them causes a severe loss of life. Watch out for nails on the road, wheel clamps and huge parking fees.

Ratings: /10  
Graphics: 8  
Sound: 8  
Colour: 7

Originality: 9  
Interest: 8  
Order code: MORRI

## Moon Alert



Machine:  
48k  
Joystick:  
Sinclair  
Interface II  
Protek  
Kempston  
Category:  
Arcade  
Publisher:  
Ocean

Price: £5.95

Club price: £3.95

Driving your Buggy, you race across a rugged terrain, (featuring over 300 different screens), trying to find help. Your spaceship is useless, this is your last chance, one false move and it's all over. Accelerate, brake, jump over canyons and blast rocks—but be quick—the aliens that destroyed

your ship are now after you and your buggy.

Ratings: /10  
Graphics: 7  
Sound: 9  
Colour: 7

Originality: 8  
Interest: 7  
Order code: MOOAL

## Mr. Wimpy



Machine:  
48k  
Joystick:  
Kempston  
Sinclair Interface 2  
Protek  
Category:  
Arcade  
Publisher:  
Ocean

New Member  
**£3.45**  
Special Price

Price: £5.90

Club price: £4.45

Nasties include Ogy Egg, Pam Pickle and Sid Sos, but, these can be overcome with a quick dusting of pepper. Firstly collect your tray, and then on the next screen build up your burger, complete with cheese and relish.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 7  
Order code: MRWSP

## Munnery's Mergatroids



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

Featuring 3D high-res graphics this is a non stop action game. Bank to the left and right, avoiding the relentless aliens... but its too late, they've got you! Highly addictive 3D action.

Ratings: /10  
Graphics: 6  
Sound: 4  
Colour: 6

Originality: 5  
Interest: 5  
Order code: MUNME

## Night Gunner



Machine:  
48k  
Joystick:  
Kempston  
Sinclair  
AGF  
Category:  
Arcade  
Publisher:  
Digital Integration

Price: £6.95

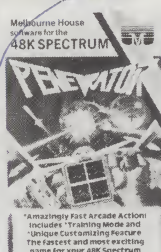
Club price: £5.45

Night Gunner is an action packed arcade style game based on a Second World War scenario. You are both gunner and bomb aimer and you must keep your wits about you to defend your plane against enemy attack and also destroy the ground targets in 30 different missions.

Ratings: /10  
Graphics: 9  
Sound: 8  
Colour: 8

Originality: 9  
Interest: 8  
Order code: NIGGU

## Penetrator



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Melbourne House

New Member  
**£3.45**  
Special Price

Price: £6.95

Club price: £5.20

Your mission is to penetrate through 4 defence rings and blow up an illegal cache of neutron bombs: enemy missiles and radar bases track your movements and the landscape is as treacherous as your enemies. This 48k version of Skramble offers some of the finest graphics and fastest action available on the Spectrum. There is even a facility to customise the landscape to your own taste!

Ratings: /10  
Graphics: 9  
Sound: 6  
Colour: 6

Originality: 5  
Interest: 8  
Order code: PENET

## Piballed



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Automata

New Member  
**£4.00**  
Special Price

Price: £6.00

Club price: £4.50

An excellent implementation of Cuthbert/Q\*Bert/Hexpert by Automata for the Spectrum. You move around the blocks of a pyramid, trying to avoid the falling granite balls, not to mention Piman and his friends! Good graphics and good gameplay makes this an enjoyable arcade game with a strange addictiveness.

Ratings: /10  
Graphics: 8  
Sound: 8  
Colour: 8

Originality: 6  
Interest: 7  
Order code: PIBAL

## Pi-Eyed



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Automata

New Member  
**£3.45**  
Special Price

Price: £6.90

Club price: £5.20

Another cult game from Automata. Help Piman weave through the traffic on his way to the pub. As Piman runs along the streets, avoid the motorists by diving quickly—into the nearest building—hopefully a pub so that the Piman can slake his terrible thirst. When you've finished causing havoc with your Piman,

there's the free 'hit' single on the flip side!

Ratings: /10  
Graphics: 6  
Sound: 3  
Colour: 7

Originality: 8  
Interest: 7  
Order code: PIEYE

## Proteus



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

A quadrant of the enemy galaxy, littered with planet debris, patrolled by hostile aliens, stretches between the main Battle fleet and your enemy's planet. You are armed with a photon cannon and guided missiles. Boost to the next quadrant if you can. Great arcade action (also free game on 'B' side).

Ratings: /10  
Graphics: 5  
Sound: 4  
Colour: 6

Originality: 6  
Interest: 7  
Order code: PROTE

## Psst



Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ultimate

New Member  
**£1.95**  
Special Price

Price: £5.50

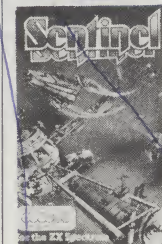
Club price: £4.15

As Robbie the Robot, you have to feed your prize Thyrogodion Megga Christanthodil the odd bag of compost to keep it growing, but beware the deadly insects who have invaded your garden and are attempting to eat your flower. You may destroy these nasties by using one of 3 sprays, but make sure it is the right one or they will only be stunned and carry on trying to feast on your prize possession.

Ratings: /10  
Graphics: 9  
Sound: 7  
Colour: 8

Originality: 8  
Interest: 7  
Order code: PSST

## Sentinel



Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

New Member  
**£1.95**  
Special Price

Price: £5.95

Club price: £4.45

Your galaxy is under constant attack from your enemy. Before the whole enemy fleet can enter into your system it must destroy

the Sentinel. To come in. Pilot armed with ph missiles, you r for as long as numbers incre

Ratings: /10  
Graphics: 6  
Sound: 5  
Colour: 6

## Spectro



Price: £5.95  
A fast shooting demanding qu include swam electrons. You automatically direction. Good graphic classic arcade

Ratings: /10  
Graphics: 7  
Sound: 4  
Colour: 5

## Timegate



Price: £6.95  
The enemy ha ravaged plane avenge the w destruction th travel throug their home pl people's honc the enemy on and on vario journey being the gates whi past. The scr battle confor this arcade g finest Star Tr available.

Ratings: /10  
Graphics: 8  
Sound: 9  
Colour: 7

## Trans Am



Price: £5.50



## JOIN THE SPECTRUM CLUB

gle on the  
ality: 8  
est: 7  
r code: PIEYE

Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

**New Member**  
**£1.95**  
**Special Price**

Price: £4.45  
my galaxy,  
bris, patrolled  
ches between  
and your  
are armed  
and guided  
next

Also free game

ality: 6  
rest: 7  
er code: PROTE

Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ultimate

**New Member**  
**£1.95**  
**Special Price**

Price: £4.15  
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rden and are  
r flower. You  
sties by using  
ake sure it is  
will only be  
trying to  
ssession.

ality: 8  
rest: 7  
er code: PSST

Machine:  
16/48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Abacus

**New Member**  
**£1.95**  
**Special Price**

Price: £4.45  
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ust destroy

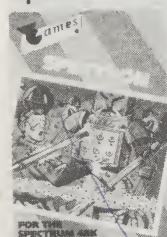
the Sentinel. That's where you come in. Piloting a space ship, armed with photon bolts and missiles, you must delay the enemy for as long as possible—but their numbers increase—can you take it?

Ratings: /10

Graphics: 6  
Sound: 5  
Colour: 6

Originality: 7  
Interest: 6  
Order code: SENTI

### Spectron



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Virgin

**New Member**  
**£1.95**  
**Special Price**

Price: £5.95 Club price: £4.45

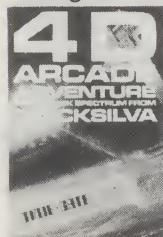
A fast shooting arcade game, demanding quick reflexes. Enemies include swarms, speeders and electrons. Your robot fires automatically as you guide it in any direction. Good graphics and really fast classic arcade action.

Ratings: /10

Graphics: 7  
Sound: 4  
Colour: 5

Originality: 6  
Interest: 7  
Order code: SPECT

### Timegate



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Quicksilver

**New Member**  
**£3.55**  
**Special Price**

Price: £6.95 Club price: £5.55

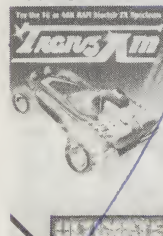
The enemy has left a trail of ravaged planets and you must avenge the wanton terror and destruction they caused. You must travel through space and time to their home planet and avenge your people's honour. You will engage the enemy on your travels in space and on various planets, your journey being aided by the use of the gates which link the future and past. The screen presentation and battle confrontations help establish this arcade game as one of the finest Star Trek/Star Wars formats available.

Ratings: /10

Graphics: 8  
Sound: 9  
Colour: 7

Originality: 7  
Interest: 8  
Order code: TIMEG

### Trans Am



Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ultimate

**New Member**  
**£2.95**  
**Special Price**

Price: £5.50 Club price: £4.15

The year is 3472 and the last great race is about to begin, you must use a super blown red racer to travel across the US, and collect the 8 cups of ultimate. Your enemies, the deadly black turbos will try to ram you at every opportunity and they must be avoided whilst conserving precious fuel. A superb car chase/race game using over 600 times the actual screen area.

Ratings: /10

Graphics: 8  
Sound: 6  
Colour: 7

Originality: 7  
Interest: 7  
Order code: TRAAM

### Trashman



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Protek  
Sinclair  
Interface II  
Category:  
Arcade  
Publisher:  
New Generation  
Software

Price: £5.95 Club price: £4.45

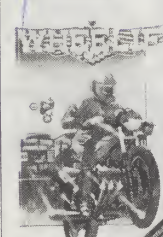
Your job application having been accepted, you start as Trashman by having to collect five dustbins, and then empty them into the waiting dustcart. However, life is not easy. Your job is hampered by having to cross busy roads, houses guarded by fierce dogs and the impatient driver of the dustcart. A highly original game, with very impressive graphics. Highly recommended.

Ratings: /10

Graphics: 9  
Sound: 8  
Colour: 8

Originality: 10  
Interest: 9  
Order code: TRASH

### Wheelie



Machine:  
48k  
Joystick:  
Kempston  
AGF  
Category:  
Arcade  
Publisher:  
Microsphere

Price: £5.95 Club price: £4.45

You drive a 4-cylinder fuel-injected turbocharged Zedexaki 500. Your ride is fast, exhilarating. You are given the chance of a lifetime to jump buses, cars—but watch out for the road blocks, nails on the road and hedgehogs. Superb graphics, excellent sound and highly original.

Ratings: /10

Graphics: 8½  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 8  
Order code: WHEEL

### Wild West Hero



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Imagine

**New Member**  
**£1.95**  
**Special Price**

Price: £5.95 Club price: £4.45

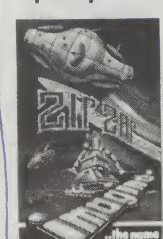
Our research has revealed 8 versions of the hit arcade game Robotron—this version by Paul Homes is far ahead of the competition. As a lone gun-slinger you must defeat the deadly outlaws who appear all around you. When they are all destroyed you progress to the next level—there being 40 in all. At each level more outlaws appear—making survival darn near impossible!

Ratings: /10

Graphics: 6  
Sound: 8  
Colour: 6

Originality: 6  
Interest: 7  
Order code: WWH

### Zip Zap



Machine:  
48k  
Joystick:  
None  
Category:  
Arcade  
Publisher:  
Imagine

**New Member**  
**£1.95**  
**Special Price**

Price: £5.50 Club price: £4.15

There is an unexplored planet only recently discovered in the Spectralia star system. A probe investigation records massive life readings, normal gravity and atmospheric conditions. This planet

has been marked for immediate priority colonisation subject to clearance by robot team prelim-0484. As head of the prelim team you must survive as long as possible whilst meeting many alien forms around the planet. To jump to the next planet sector you must assemble all the fuel pads by the tele-portal.

Has to be one of the finest alien zaps available!

Ratings: /10

Graphics: 7  
Sound: 7  
Colour: 7

Originality: 5  
Interest: 7  
Order code: ZIPZA

### Zoom



Machine:  
48k  
Joystick:  
Fuller  
Kempston  
Protek  
AGF  
Category:  
Arcade  
Publisher:  
Imagine

**New Member**  
**£2.75**  
**Special Price**

Price: £5.50 Club price: £4.15

Another mission is about to begin. As the commander of the ground skimmer you must intercept the enemy with its dreaded Exotron missile, whose aim is to destroy the helpless refugees on the ground. You possess one of the most advanced battle computers with short range scan, battle shields, dibar altitude and auto pilot. Zoom offers some of the most sophisticated graphics ever seen on the Spectrum and will offer challenging play from the novice to the arcade expert.

Ratings: /10

Graphics: 9  
Sound: 8  
Colour: 8

Originality: 7  
Interest: 6  
Order code: ZOOM

## ARCADE ADVENTURE

### Alchemist



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade/Adventure  
Publisher:  
Imagine

**New Member**  
**£3.45**  
**Special Price**

Price: £5.50 Club price: £4.15

Summoned to do battle against evil warlocks, you fight your way relentlessly onwards. Your defence is the spell of destruction, which is in four pieces for you to find. Alchemist is different from classic adventures however as the game involves arcade action, rather than typing in text.

The graphics are excellent—you're

chased by balls, brooms, butterflies and skulls—to name only a few. If you're fed up with ordinary games, Alchemist is the game for you.

Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 9  
Order code: ALCHE

### Ant Attack



Machine:  
48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Quicksilver

**New Member**  
**£4.75**  
**Special Price**

Price: £6.95 Club price: £5.75

Your childhood sweetheart has

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been captured by the Giant Ants and taken to their city. You must enter the dreaded city and rescue her before the ants have their evil way. Your only aids are your stun grenades and a pair of very nimble legs.

Ant Attack uses a totally original special soft solid technique which gives the closest graphics to 3-dimensional gameplay ever achieved on the Spectrum and there's no need for special spectacles!

Ratings: /10  
Graphics: 10  
Sound: 5  
Colour: 4  
Originality: 10  
Interest: 9  
Order code: ANTAT

### Atic Attack



Machine: 48k  
Joystick: Kempston and most others—redefineable keys  
Category: Arcade  
Adventure  
Publisher: Ultimate

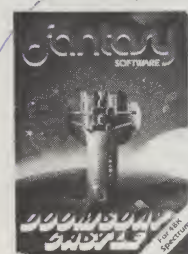
**New Member**  
**£3.50**  
**Special Price**

Price: £5.50 Club price: £4.95

During your quest for The Golden Key of ACG you become trapped in an evil haunted castle. As you wander around the castle's ancient rooms and passages you encounter Frankenstein, Dracula and the Devil himself! As you move from room to room you try to ward off the ghouls and pick up any items which may be of use later. A fast moving 'graphics only' adventure.

Ratings: /10  
Graphics: 7  
Sound: 6  
Colour: 7  
Originality: 9  
Interest: 7  
Order code: ATIAT

### Doomsday Castle



Machine: 48k  
Joystick: Kempston  
Fuller  
Sinclair  
Cursor  
Category: Arcade/Adventure  
Publisher: Fantasy

**New Member**  
**£3.95**  
**Special Price**

Price: £6.50 Club price: £4.95

Another high quality arcade adventure from Fantasy. You explore an enormous castle, consisting of no less than 255 labyrinths connected by 49 passages. Get to the corridors by blasting through the doors, whilst avoiding the extraordinary aliens. Recharge your lasers by shocking the aliens. High quality graphics make this an original game of lasting interest.

Ratings: /10  
Graphics: 7  
Sound: 7  
Colour: 7  
Originality: 8  
Interest: 7  
Order code: DOOCA

### Jet Set Willy



Machine: 48k  
Joystick: Kempston  
AGF  
Protek  
Interface II  
Category: Arcade  
Publisher: Software Projects

**New Member**  
**£3.45**  
**Special Price**

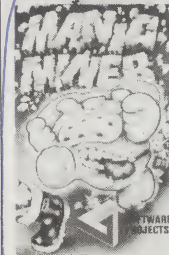
Price: £5.95 Club price: £4.55

At last! The long awaited sequel to 'Manic Miner'. The saga continues... Miner Willy has gone from rags to riches. Guide Willy around his cliff-top mansion, as he searches for all the bottles and glasses after a party, before his housemaid, Maria, will let him crash out in bed. Check the beach, down the road, and on the rooftop.

Over 70 screens, amazing graphics and humour add up to make this one of the best for the Spectrum.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7  
Originality: 9  
Interest: 8  
Order code: JETSE

### Manic Miner



Machine: 48k  
Joystick: Kempston  
AGF Protek  
Interface II  
Category: Arcade/Adventure  
Publisher: Software Projects

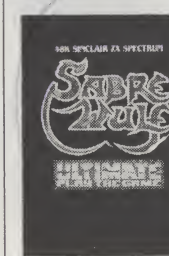
**New Member**  
**£3.45**  
**Special Price**

Price: £5.95 Club price: £4.55

Willy the Miner has fallen down a disused mine shaft. He works his way through the various levels collecting keys and searching for secret treasure. Manic Miner is a classic arcade game for the Spectrum—There are 20 caverns to penetrate, each requiring its own bit of ingenuity to ensure success. A classic game that sets the standard others will be judged by.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 9  
Originality: 9  
Interest: 9  
Order code: MANSP

### Sabre Wulf



Machine: 48k  
Joystick: Kempston  
Cursor  
Sinclair  
Interface II  
Category: Arcade/Adventure  
Publisher: Ultimate

**New Member**  
**£6.95**  
**Special Price**

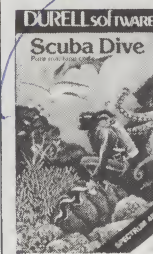
Price: £9.95 Club price: £8.45

From the publishers of Spectrum classics such as Atic Atac and Lunar Jetman now comes SABRE WULF, an arcade/adventure epic set in the deepest jungle.

The deeper you explore, risking life and limb, the more challenges you face: hippos, rhinos, warthogs, tarantulas, bats and at least 30 other jungle menies. The flora is wild and varied, some plants helpful and healing, others poisonous and deadly. No doubt about it—Ultimate's best Spectrum game yet, featuring 3D scenery multi-directional movement, amazing animation and the best sound effects on the Spectrum so far. A game that no Spectrum owner should be without.

Ratings: /10  
Graphics: 10  
Sound: 10  
Colour: 10  
Originality: 10  
Interest: 10  
Order code: SABWU

### Scuba Dive



Machine: 48k  
Joystick: Any—Redefineable Keys  
Category: Arcade  
Publisher: Durell Software

**New Member**  
**£3.45**  
**Special Price**

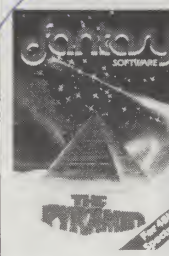
Price: £5.95 Club price: £4.55

A beautifully fishy animation. Dive overboard, and explore the deep sea, collecting pearls—but mind that you don't get trapped. Watch out for white sharks, giant squids and the octopus. The deeper you dive the larger the pearls, but the

more ferocious the marine life becomes. Superb animation—an outstanding original game.

Ratings: /10  
Graphics: 9  
Sound: 5  
Colour: 7  
Originality: 10  
Interest: 8  
Order code: SCUDI

### The Pyramid



Machine: 48k  
Joystick: Fuller  
Kempston  
AGF  
Protek  
Microgen  
Category: Arcade/Adventure  
Publisher: Fantasy

**New Member**  
**£2.95**  
**Special Price**

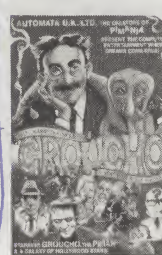
Price: £5.50 Club price: £4.15

Guide Ziggy, equipped with defence shield and phased plasmic laser, through the Pyramid, which consists of 120 chambers on 15 levels. Each chamber is inhabited by one of 60 varieties of weird creatures and aliens, ranging from galactic strawberries to demons and cosmic claws to mutant eyes. This arcade game will continue to amaze you for months, if not years!

Ratings: /10  
Graphics: 7  
Sound: 4  
Colour: 7  
Originality: 8  
Interest: 8  
Order code: THEPY

## ADVENTURE

### Groucho



Machine: 48k  
Joystick: No  
Category: Adventure  
Publisher: Automata

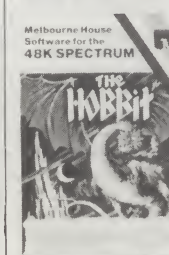
**New Member**  
**£5.00**  
**Special Price**

Price: £10.00 Club price: £7.50

Automata's best adventure, starring Groucho, the Piman, and a host of Hollywood stars, here's your chance to win a trip to Hollywood and play a great adventure game. Uncle Groucho explores the U.S.A., (accompanied by the Piman) and you have to follow him, finding clues to the identity of a mystery Hollywood personality. Intriguing stuff, highly addictive, an original adventure which is an absolute 'must' for all Piman fans.

Ratings: /10  
Graphics: 5  
Sound: 5  
Colour: 5  
Originality: 8  
Interest: 8  
Order code: GROUC

### The Hobbit



Machine: 48k  
Joystick: No  
Category: Adventure  
Publisher: Melbourne House

**New Member**  
**£10.95**  
**Special Price**

Price: £14.95 Club price: £12.95

The Spectrum adventure. Take on the role of Bilbo and explore Middle Earth, where you will face danger and expect new challenges. Seek out the evil dragon and return the treasure he hoards. Excellent 3D graphics and amusing text. A 'must' for every self respecting adventurer. Lock the door of your computer room, 'The Hobbit' will keep you busy unravelling clues, for several weeks to come!

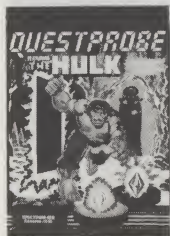
Ratings: /10  
Graphics: 8  
Sound: n/a  
Colour: 8  
Originality: 9  
Interest: 10  
Order code: HOBSB

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### The Hulk



Machine:  
48k  
Joystick:  
No  
Category:  
Adventure  
Publisher:  
Adventure  
International

**New Member**  
**£17.95**  
**Special Price**

Price: £9.95 Club price: £8.45

A real monster of a program. Featuring the Hulk and all his evil enemies, this adventure has a stunning graphic 'window' which has superb animation. Bruce Banner has set out on a long adventure, but his life is hindered by Ultron, Nightmare and a host of other manies, with awesome powers. Your quest is to unlock the riddle of the chief examiner and to survive.

The first of a new series of graphic's adventures from Scott Adam's Adventure International—highly recommended.

Ratings: /10  
Graphics: 9  
Sound: N/A  
Colour: 9

Originality: 10  
Interest: 9  
Order code: HULSP

### The Lords of Midnight



Machine:  
48k  
Joystick:  
No  
Category:  
Adventure  
Publisher:  
Beyond

**New Member**  
**£17.95**  
**Special Price**

Price: £9.95 Club price: £8.95

An epic graphics adventure. You control the actions of 4 characters: Luxor, Markin, Corleth and Rorthron and guide them across the land of Midnight on certain vital quests.

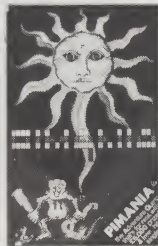
But all the time you must endeavour to hold back the foul hordes of Doomdark. Excellent atmosphere, great plot, and a unique 'landscaping language' allows the program to

create no less than 32,000 different panoramic views!

Ratings: /10  
Graphics: 10  
Sound: N/A  
Colour: 9

Originality: 10  
Interest: 10  
Order code: LOM

### Pimania



Machine:  
48k  
Joystick:  
No  
Category:  
Adventure  
Publisher:  
Automata

**New Member**  
**£15.00**  
**Special Price**

Price: £10.00 Club price: £7.50

A cult adventure from Automata that will keep you busy for months? No, probably years. Featuring the Pi-Man and some very high quality, amusing graphics, too (also a free hit single and a chance to win £6,000).

Ratings: /10  
Graphics: 7  
Sound: 4  
Colour: 4

Originality: 8  
Interest: 6  
Order code: PIMAN

### Valhalla



Machine:  
48k  
Joystick:  
No  
Category:  
Adventure  
Publisher:  
Legend

**New Member**  
**£10.95**  
**Special Price**

Price: £14.95 Club price: £12.95

A really top rate adventure with superb graphics. The background scenery is highly detailed, and the animation of the characters is very good. You see the characters execute your commands. There are six quests in this adventure—enough to keep any adventurer occupied for several months. A Spectrum 'classic'.

Ratings: /10  
Graphics: 9  
Sound: 6  
Colour: 7

Originality: 10  
Interest: 10  
Order code: VALHA

### French Mistress, A + B

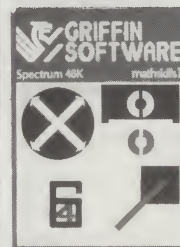


Machine:  
ZX Spectrum  
Joystick:  
No  
Category:  
Educational  
Publisher:  
Kosmos

Price: £9.95 each level Club price: £7.45

A complete 'O' level revision in two stages. Tape A deals with general vocabulary and essential grammar. Tape B, then goes on to more specialised vocabulary and further grammar. Each tape is available separately, but tape B cannot be used without tape A.

### Mathskills I Mathskills II



Price: £9.95 each Club price: £8.45 each

Topics covered in Mathskills I are: long multiplication, long division, highest common factor, lowest common multiple, and the addition, subtraction, multiplication and division of fractions. Mathskills II covers: areas and perimeters, set theory and Venn diagrams. Between them these two packages cover important sections of almost every GCE 'O' level or CSE syllabus. All programs have a special 'help key' if the going gets really tough.

Order code: Mathskills I MATH1  
Mathskills II MATH2

### Maths Invaders

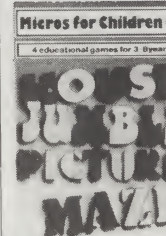


Machine:  
16/48k  
Age range:  
4-12 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95 Club price: £5.25

Maths Invaders provides excellent motivation to learn simple arithmetic. Subjects covered are addition, subtraction, multiplication and division. The invaders are coming down the screen towards you. Load your gun with the right answer to their question and fire it at them before they land on you. Superb graphics and sound plus a range of difficulty levels to suit any age, make this a favourite with every child.

### Micros for Children



Machine:  
16/48k  
Age range:  
3-8 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95 Club price: £5.25

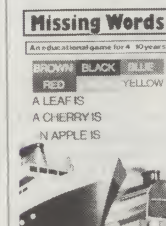
This set of four educational games provides excellent value for money House—a series of different objects are displayed on the screen (TV, bed, etc.) You must decide in which room each object belongs, and move it there.

**Jumble**—guess which word is in each balloon. Watch it fill with colour when you type in the right answer. You can also add your own words and save them.

**Picture**—can you identify the picture? Watch it move across the screen when you guess the right answer.

**Maze**—find your way through the maze and reach the dog—7 levels.

### Missing Words



Machine:  
48k  
Age range:  
4-10 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95 Club price: £5.25

Two entertaining sections teach reading and English comprehension.

**Section one** displays single sentences with a word missing in each. The child must choose the correct word to fill the gap, from a choice of six words. Only two keys are used in this section, making it simple for even the youngest child. **Section two** takes this theme one stage further. Now a full story is displayed on the screen with at least ten missing words in it. The child must decide which word should be used to fill in the gap, and type this in.

In both sections, a large number of different sentences and stories can be selected. Section two even allows you to type in your own story—e.g. your child's favourite nursery rhyme.

### Tablesums

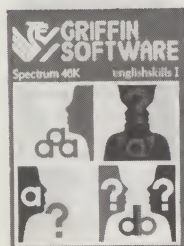


Machine:  
48k  
Age range:  
6 year upwards  
Publisher:  
Griffin Software

Price: £7.99 Club price: £6.49

## EDUCATIONAL

### Englishskills I Englishskills II



Two packages that are an excellent example of how a microcomputer can be used to assist the acquisition of language skills. Englishskills I includes four programs: 'Meanings', 'Speech', 'Proverbs' and 'Similes'. Englishskills II contains four more programs: 'Metaphors', 'Oposites', 'Group Terms' and 'Odd Man Out'.

Two very useful packages suitable for children aged from 10 to 15. simulations for the Spectrum.

Order code: Englishskills I ENGL1  
Englishskills II ENGL2

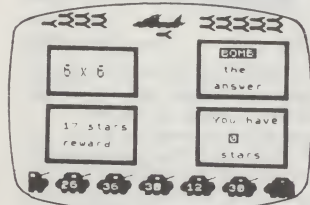
Price: £9.95 each Club price: £8.45 each

★ Get the benefit of Logic 3's bulk buying



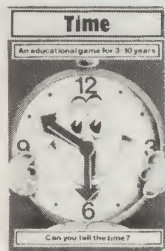
## JOIN THE SPECTRUM CLUB

Now that it has become unfashionable for schools to teach 'times' tables by rote, many parents find poor multiplication skills can delay a child's mathematical development. Griffin Software's 'Tablesums' offers a novel and exciting way out of this difficulty. Using the format of a colourful computer game, one particular multiplication table, or a mixture of tables can be practised.



These are shown on the screen and the answers are then selected by the user in a novel and exciting way. Rewards for correct answers and reinforcement for mistakes are similar to 'Numberfun'. The package includes two versions of 'Tablesums' which with their exciting and colourful displays are an excellent example of the use of microcomputers to aid learning.

### Time



Machine:  
48k  
Age range:  
3-10 years  
Category:  
Education  
Publisher:  
Stell

Price: £6.95 Club price: £5.25

This 3-part program is ideal for any child who is ready to learn to tell the time. The instructions are very clear, the letters are large and the

clock face is big and clear (and friendly!)

**Part one** is LEARNING THE HOURS and there are three parts to this section. Watch the mouse run up the clock when you complete each section.

**Part two** is about LEARNING THE MINUTES and again there are three parts to this section.

**Part three** is about DIGITAL TIME.

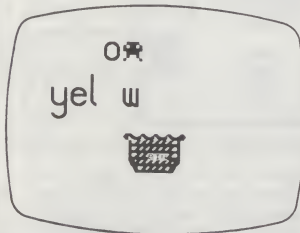
### Wordgames



Machine:  
48k  
Age range:  
6 year upwards  
Publisher:  
Griffin Software

Price: £7.99 Club price: £6.45

'Wordgames' has two programs using friendly 'space invaders' to help sort out mistakes. A built-in dictionary of over 800 words is used in the tests or your own word lists can be added.

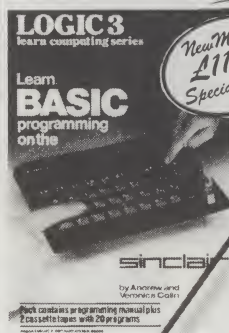


The first program, 'Wordguess,' helps to teach spelling by means of a word guessing game with various clues offered along the way.

The second program, 'Anagrams,' generates a series of anagrams for the user to solve. Various levels of difficulty can be chosen.

## PROGRAMMING TUTORIAL

### LOGIC 3 Learn BASIC



New Member  
£11.95  
Special Price

Machine:  
16/48k  
Joystick:  
n/a

Category:  
Programming  
Publisher:  
Logic 3

Price: £14.95

Club price: £11.21

This is what existing owners of 'Learn Basic' have said about the product:

"I am very pleased with the first part of the course... which I can thoroughly recommend to anybody."

L.A. Ward, Chartered Accountant  
—Inverness

"Even with the critical eye of a retired publication officer I am impressed with standards of contents, layout and illustration of 'Learn Basic'..."

M.W.G. Trowler—Essex

"...would like to say how impressed I was by the straightforward explanation of the methods and I would now like to purchase 'Advanced Basic'..."

B.A. Knight—Berkshire

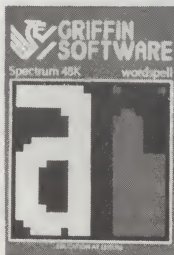
"We both tried your course and were delighted with all aspects thereof, truly, something like this is badly needed for the Spectrum."

Mr & Mrs Rapp—Australia

Order code: LBSPEC

Both programs use excellent, easy-to-read characters.

### Wordspell



Machine:  
48k  
Age range:  
5 years upwards  
Publisher:  
Griffin Software

Price: £7.99

Club price: £6.45

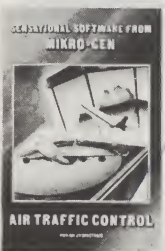
'Wordspell' is one of the most

powerful spelling practise programs available with 116 separate word tests and a dictionary of over 800 words built in. A facility is also available for parents or teachers to add their own word lists chosen from books currently being read making the program specific to any child's need. Wordspell provides a comprehensive introduction to the key rules of English spelling. Fun 'space invaders' help sort out any mistakes and the program uses colour to show different kinds of spelling correction.

Order code: WORDS

## SIMULATION

### Air Traffic Control



Machine:  
48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
Mikro Gen

Price: £9.95 Club price: £8.45

A break with the traditional racing driver/aircraft pilot simulations "Air Traffic Control" puts you in the hot seat controlling the Hurn sector of London Air Traffic Control—West Drayton. Your job as Air Traffic Controller is to ensure a safe and expeditious flow of air-traffic; safe in that all aircraft must be kept apart, and expeditious so as to avoid undue delay. The work of an

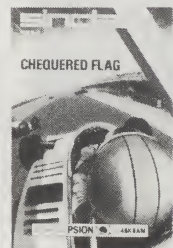
air traffic controller is very skilled and demanding, they each undergo about 3 years basic training. It is not surprising, therefore, that it may take some time to master the many tasks involved in this very realistic simulation.

Ratings: /10

Graphics: 9  
Sound: N/A  
Colour: 8

Originality: 10  
Interest: 9  
Order code: ATC

### Chequered Flag



Machine:  
48k  
Joystick:  
None  
Category:  
Simulation  
Publisher:  
Psion/Sinclair

New Member  
£4.45  
Special Price

Price: £6.95

Club price: £5.45

The most sophisticated motor racing simulation available for the Spectrum. Choose from ten tracks including Monaco, Brands Hatch and Silverstone and from three cars, one automatic and 2 with manual gearchange. Instruments include speedo, rev counter and fuel gauges. As you drive around the 3D track you can see the nose of your car, the wheels and steering wheel turning, and the road ahead.

Very impressive 3D graphics, if you enjoy 3D simulations, you must add Chequered Flag to your collection.

Ratings: /10

Graphics: 9  
Sound: 5  
Colour: 6

Originality: 9  
Interest: 10  
Order code: CHEFL

### Dartz



Machine:  
48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
Automata

Price: £5.00

Club price: £4.00

At last—a good simulation of darts for your home computer. Aim carefully at the board but take into account the number of pints you've had tonight, and the crowd which can put you off your stroke. Superb graphics and Automata's original sense of humour make this a really enjoyable simulation. The only thing that is missing is the smell of cigarette smoke and beer.

Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 7

Originality: 8  
Interest: 8  
Order code: DARTZ



## Deathchase



Machine:  
16/48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
MicroMega

New Member  
**£4.45**  
Special Price

Price: £6.95 Club price: **£5.45**

Superb 3D graphics! It is 2501, 100 years after the Great War. The North American continent is ruled by mighty warlords in constant conflict. You are one of the elite mercenaries, riding your bike through the forest. It's a quick way to get rich and a quicker way to die! You patrol the forest day and night, chasing enemy riders and destroying them. Worth getting for the exciting 3D simulation alone!

Ratings: /10  
Graphics: 9  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 10  
Order code: DEATH

## Fighter Pilot



Machine:  
48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
Digital Integration

New Member  
**£5.95**  
Special Price

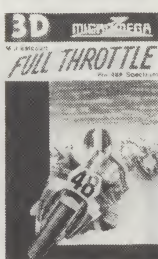
Price: £7.95 Club price: **£6.95**

Fighter Pilot is a real time flight simulation based on a USAF jet fighter. This breath-taking simulation offers 30 views from the cockpit, fully aerobatic performance, air to air combat, crosswinds, turbulence and more. The program also offers training modes and a pilot skill rating for varying difficulty. Very realistic — you really will learn a lot about flying a plane from this superb program. One of the best simulations for the Spectrum.

Ratings: /10  
Graphics: 8  
Sound: None  
Colour: 7

Originality: 8  
Interest: 10  
Order code: FIGPI

## Full Throttle



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Interface  
Category:  
Simulation  
Publisher:  
MicroMega

New Member  
**£4.45**  
Special Price

Price: £6.95 Club price: **£5.45**

If you have played DEATHCHASE then you will have longed to take your bike out of the forest onto the smooth tarmac of the race track. Now is your chance. You can choose any one of world's top 10 tracks. But with 40 other riders pitted against you, the hazards of the DEATHCHASE forest seem tame in comparison. Excellent.

Ratings: /10  
Graphics: 9  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 10  
Order code: FULTH

## Pool



Machine:  
ZX Spectrum  
16/48k  
Joystick:  
No  
Category:  
Simulation  
Publisher:  
CDS Micro Systems

New Member  
**£3.45**  
Special Price

Price: £5.95 Club price: **£4.45**

A really excellent simulation of the game of Pool using the full sound and colour graphics capabilities of the Spectrum to bring the action and excitement of the real game into your home. Use your skill and judgement, and play like the professionals. 1 or 2 player game and demo mode. The only pool game worth considering for your 16 or 48k Spectrum.

Ratings: /10  
Graphics: 8  
Sound: 8  
Colour: 8

Originality: 9  
Interest: 10  
Order code: POOL

## STRATEGY

### Codename Mat



Machine:  
48k  
Joystick:  
Kempston  
Protek AGF  
Interface II  
Category:  
Strategy/Arcade  
Publisher:  
Micromega

New Member  
**£4.90**  
Special Price

Price: £6.90 Club price: **£5.90**

A superb blend of the arcade game, 'Star Raiders' and the strategy game 'Star Trek'. 'Mat' (you and the computer working as a team) must defend the planets of the Solar System against the marauding Mylons. Available to you are: warp drive, defence shields, two computers, subspace transmitters, front and rear view, long range scan, sector scan, ship status report and solar dust! The 3D graphics are superb. Incredibly addictive as an arcade game, mind-stretching as a strategy game. This is a game you will play again and again.

Ratings: /10  
Graphics: 8  
Sound: 6  
Colour: 8

Originality: 9  
Interest: 9  
Order code: CODMA

### Millionaire



Machine:  
48k  
Joystick:  
No  
Category:  
Strategy/  
Business  
Simulation  
Publisher:  
Indevite

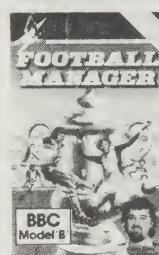
Price: £5.50 Club price: **£4.50**

The software business is booming and you have written a program which you hope will make you a millionaire. You must decide how to spend on advertising, duplication, or whether you need a loan of up to £1000. Can you withstand the rigours of cut-throat competition. An interesting simulation of the software business with good graphical representation of earnings, profits/losses, etc.

Ratings: /10  
Graphics: 8  
Sound: 7  
Colour: 7

Originality: 10  
Interest: 8  
Order code: MILLI

### Football Manager



Machine:  
48k  
Joystick:  
N/A  
Category:  
Strategy  
Publisher:  
Addictive Software

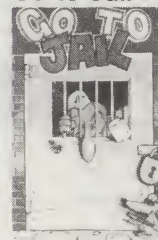
Price: £6.95 Club price: **£5.45**

A 'must' for football enthusiasts! Learn to select your team and cope with injured players, then watch in nail-biting anticipation as a match is played without your intervention! If you've chosen your team skilfully you could win the match and move up the league, or progress a stage towards winning the F.A Cup. As in real-life, success breeds success. Your gate receipts climb and you have more money to spend on new and better players. You start at the bottom of the fourth division and once you reach the top of the first you've proved your skill as a football manager. Then you go on to the next level...

Ratings: /10  
Graphics: 8  
Sound: n/a  
Colour: 5

Originality: 10  
Interest: 10  
Order code: FOOMA

### Go to Jail



Machine:  
48k  
Joystick:  
No  
Category:  
Strategy  
Publisher:  
Automata UK

New Member  
**£4.00**  
Special Price

Price: £6.00 Club price: **£5.00**

An excellent rendering of the property trading board game, Monopoly, with the added feature of playing against the computer, as well as other people. The computer throws dice, moves pieces and by dealing with mortgages, etc. plays banker. This game must be seen to be believed!!

Ratings: /10  
Graphics: 10  
Sound: 9  
Colour: 9

Originality: 10  
Interest: 9  
Order code: GOTOJ

### Mugsy



Machine:  
48k  
Joystick:  
No  
Category:  
Strategy  
Publisher:  
Melbourne House

New Member  
**£4.95**  
Special Price

Price: £6.95 Club price: **£5.95**

From the publishers of the top selling adventure — The Hobbit — comes their newest release, MUGSY. As Mugsy, you must organise your gang and their dealings — such as protection rackets and the purchase of weapons and ammunition, and most important of all make sure that your gang stays on top. Muscle in on the action!

Ratings: /10  
Graphics: 9  
Sound: 9  
Colour: 8

Originality: 10  
Interest: 9  
Order code: MUGSY

## UTILITY

### The Games Designer



Machine:  
48k  
Joystick:  
No  
Category:  
Utility  
Publisher:  
Quicksilver

Price: £14.95 Club price: **£12.95**

Do you have great ideas for a new game, but are unsure of your

programming skills? Well then, this program is for you! No advanced programming techniques are required, and, with the comprehensive instructions you could be writing high quality games, incorporating hi-res graphics, sound, scoring, etc., within a few hours instead of the usual months. Also included are 4 free high quality games for you to experiment with.

Ratings: /10  
Graphics: n/a  
Sound: n/a  
Colour: n/a

Originality: 9  
Interest: 9  
Order code: GAMDE

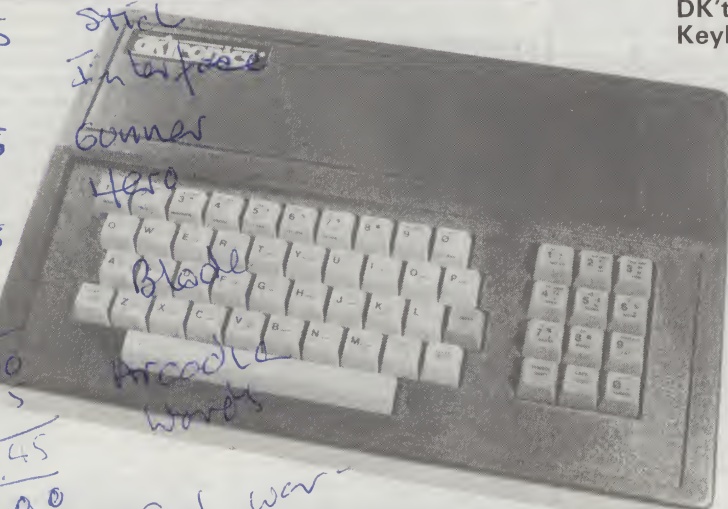


# HARDWARE

9.95  
11.50  
5.45  
1.95  
28.85  
4.75  
33.00  
1.95  
26.45  
42.00  
42.95

Stick  
Interface  
Gunner  
Hero  
Blade  
Arcade  
Words

Gal War



## DK'tronics ZX Keyboard

Price: £45.00 Club price: £40.00

Make your ZX81 or ZX Spectrum easier to use. This typewriter style keyboard will hold your ZX microcomputer and power supply in a neat professional unit. The keys have identical symbols to your ZX microcomputer but in addition there is a separate 12 key pad consisting of the numbers 0-9, full stop and shift keys. This is much quicker to use when entering a lot of numerical data.

No soldering is required and full instructions for fitting the keyboard are supplied. All connections are taken to the rear of the keyboard case, i.e. power, Mic, Ear, TV and expansion port.

### Please Note

Your Micro's 12 month free of charge guarantee and £20 repair charge is invalid unless it is returned fitted into its normal case as originally supplied.

6.70  
11.90  
11.50  
13.85  
3.50  
47.45

6.70  
11.90  
11.50  
13.85  
3.50  
47.45

# MISC

## Antics



Machine: 48k  
Joystick: No  
Category: Arcade/Maze  
Publisher: Bug Byte

Price: £6.95

Club price: £5.55

Boris Bee has been kidnapped by a vicious gang of ants. Help, however, is at hand, as you launch a daring rescue mission to find him and to secure his life. A cartoon style maze game as you penetrate the labyrinth of ants' nests - can you get Boris back to his hive, or will you perish underground?

Ratings: /10

Graphics: 7  
Sound: 8  
Colour: 6

Originality: 7  
Interest: 8  
Order code: ANTIC

against sudden attack. Your mission is to survive the attackers until the final conflict. Ten screens of amazing animation, six levels of play and a comprehensive manual makes this an enormous games package. A demanding game you will want to play again and again.

Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 9

Originality: 9  
Interest: 9  
Order code: PSYTR

## Tornado Low Level



Machine: 48k  
Joystick: Sinclair Interface II  
Category: Arcade/Simulation  
Publisher: Vortex

Price: £5.95

Club price: £4.50

Just released by Vortex, another high quality 3D arcade game. Take off in your Tornado - accelerate, once in the air, swing the wings back and you're away. Your mission is to seek and destroy the enemy targets shown on your map. In reaching the targets, the lower you dare fly the more points you will gain. You may land to refuel and return to base, in order to fly a new mission.

The graphics and scrolling on this game are very smooth and the scenery is 3D and very realistic. An excellent 'flying game' for the Spectrum.

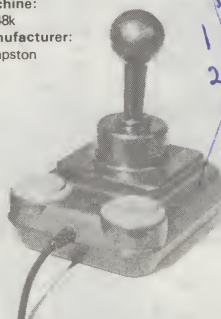
Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 9  
Order code: TLL

## Competition-Pro Joystick

Machine: 16/48k  
Manufacturer: Kempston



Price: £13.50

Club price: £11.50

The joystick for the Spectrum. Top of the Kempston range, it features two arcade style video fire buttons for right or left hand control. No true arcade fan should be without one. (Requires an interface.)

## Kempston Joystick Interface

Machine: 16/48k  
Manufacturer: Kempston



Price: £11.50

Club price: £9.95

Converts your Spectrum to accept most joysticks including the Competition-Pro and Quickshot II featured here.

## Quickshot-II De-Luxe Joystick

Machine: 16/48k  
Manufacturer: Spectravideo



Price: £12.95

Club price: £10.95

Used with an interface, this joystick is suitable for the Spectrum. It has trigger and top fire buttons, an auto fire switch to lock the shooting mechanism, and built in suction feet to make single handed action possible.

## Light Pen

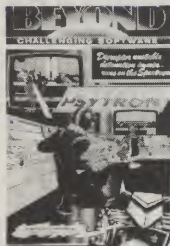


Price: £17.35

Club price: £15.95

This pen enables you to produce high resolution drawings directly on your Spectrum's TV/Monitor. You simply draw the shape you require on the screen, saving yourself a vast amount of time, compared with using BASIC statements such as DRAW, PLOT, etc. You can erase, modify and save the screen drawings on cassette. Alternatively, use the light pen to select functions or answers in CAL programs. The pen is supplied with controlling software on cassette and instructions.

## Psytron



Machine: 48k  
Joystick: Kempston  
Category: Arcade/Strategy  
Publisher: Beyond

Price: £7.95

Club price: £6.45

Less than human, far more than mere computer, the PSYTRON controls the massive Betula 5 complex. The Psytron has to be prepared to defend the planet



## Spectrum Club

BRITAIN'S No.1 SOFTWARE CLUB

Volume 1, Issue 1

3rd April 1985



These are probably our four favourite choices from this issue's review selection and we're offering "BONUS" prices on all four. There are many other attractive "BONUS" and Club Prices for products not necessarily covered in the magazine. Please refer to the Price List for full details.

What makes a good software Computer Club? That's a question we've been asking ourselves since taking over the Logic 3 Spectrum Club. From the letters we've received it looks as though you like the prices and we get the feeling that you want more information about the products, so there's change number one. We're going to select fewer titles and try to give more detailed information about them and screen photos. If that's not enough then you can read our reviewer's personal choices and for still further information we give a run-down on what the various computer magazines have said about our selections. Again, reading your letters we know that for many people even £5 or £6 is a lot of money to pay out for a game and the last thing you want is to find it's not what you expected.

You obviously liked the Microdrive competition — there were over 500 entries and our congratulations go to the lucky winners. There's more of the same stuff in this issue including a chance to win a Sinclair Pocket TV. What would you like to win in a competition? — write and let us know. Thirdly, we've a number of letters from members who have difficulty in playing certain games. They need your help. If you've any tips to offer on playing anything from an arcade to a lengthy adventure then let us know and we'll pass on your tips — we're starting a special

'INPUT' page for this purpose. Have we got it right? What does make a good Computer Club? If you know, then please tell us. We welcome your letters.

**PRICE CUTS— who benefits**

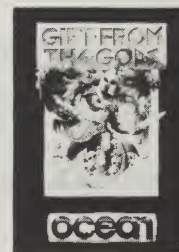
The industry seems to have gone a bit nutty over price reductions and if we're not mistaken the people to suffer in the long run will be the companies themselves. Let's be quite clear — we all favour low prices, but the trend is tending towards launching a product at one price, then heavily reducing it in a ridiculously short

time. What about all those people who bought a Spectrum+ in its first couple of months, only to find they could have saved £50 just by waiting a few weeks. Presumably the machine is being sold profitably at £129 now, so someone must have been making a stinking profit when it was £180.

A similar thing is happening to software, where titles are being included in "bargain packs" only a couple of months after release as singles. It doesn't inspire confidence in the buyer when he sees the game he's just paid six or seven pounds for being sold with nine or so other games of equal quality for just a few pounds more, and it must annoy the retail trade who have stocks of the single which they then have to reduce to below cost to clear. So come on you software publishers — let's have a sensible price from the start and at least six months, for instance, before price cuts or making up compilations. That way purchasers can buy a new product confident in the knowledge that they won't see it at a knock down price just a week or two later.

## INSIDE

- \* Win a Sinclair **POCKET TV**.
- \* **SOFTAID** — help the *Ethiopian Appeal* and enter our free "Bandaid Video" draw.
- \* 27 new totally new products reviewed.
- \* **TOP TEN** — send us your votes.
- \* **"INPUT"** — a new page covering general topics.
- \* **Reviewers Choice** — One of our reviewers sums up his favourites.
- \* **What the Papers Say** — we look at how the magazines are judging the new products.

**Gifts From The Gods**

Machine:  
48k  
Joystick:  
Kempston  
Sinclair  
Cursor  
Category:  
Arcade/Adventure  
Publisher:  
Ocean

Price: £9.95

You control Orestes, the hero of this story. His task is to regain his kingdom from the evil clutches of his treacherous stepfather and

Continued on back page



Welcome to the first Mr Software magazine. In this issue we have tried to introduce more general interest articles . . . hence INPUT. This page is for you to send in your news, views, programming and gameplaying tips, and anything else that you like. The sender of every letter to appear in this page gets a free game up to the value of £7. Here goes . . .

Dear Sir,  
I wonder if you can help me. Last week I received the Spectrum tape "Sherlock" for my son as he wanted to try out an adventure. Unfortunately neither he nor I can understand much of it or what the goal of the game is. I was wondering if you know of any books or sheets which help as I found the Instruction Manual hopeless. My son told me that you can sometimes send away for clues in adventure games.

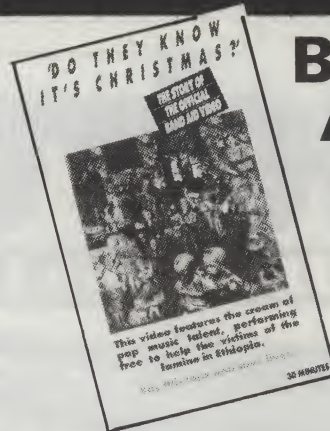
Brian Pitt,  
Ayrshire,  
KA21 5QG.

As you say, the instruction book doesn't specify your goal, only that Sherlock has to "solve the mystery". The main objective is to stay alive, and to solve the mysteries that are sparked off by the article that Watson reads to you at breakfast. He tells you that two murders were committed at Leatherhead, and it is to there that you must make your way. Go out into Baker Street, and when a cab stops in front of you enter "GET INTO CAB". You should then be able to get to the Underground, and to Kings Cross, the terminus for Leatherhead. I hope that this helps you to get started, but after Kings Cross you will have to make your own way. "Sherlock" uses a unique language called "Inglish", which allows you complete freedom to talk to other characters in the game using relatively normal English phrases. The game has an exceptionally large vocabulary, and it will take you some time to get to know all the words. However, you should be able to survive in the meantime by using the basic commands like north, south, east and west, go

open and talk. Take a look at the command dictionary at the back of the instructions. As for clue sheets, Level 9, Creative Sparks and Scott Adams Adventures are the only Software houses that I know of that run this service. We sell the "Guide to Playing The Hobbit" which is immensely popular and very useful. In subsequent issues of the magazine we hope to include readers' own hints and tips for all types of games.

## SITUATION VACANT!

Yes, we're looking for more reviewers, particularly those interested in Adventures, and hopefully living near our base in High Wycombe (though that's only because we're too lazy to post the stuff to and from and if you're exceptional and live in the Shetlands that's our tough luck). The pay's terrible, the deadlines are impossible but the work is fun (well, we think so). The qualities we look for are the ability to write clear, concise English, and the sort of dedication that means you work on a product until you've found out **everything** about it. If you think you'd like a try, then send us a review on any title from your home library, following the style of the reviews in this magazine, but in more detail (some of our reviews start off about three pages long and have to be sub-edited down to reasonable proportions). Sorry, but it must be typed or 'word-processed' because our typesetters can't read! Please enclose with your review a daytime telephone number, if possible, and if we like what we see we'll get in touch. Now get writing!



## BAND AID COMPETITION

We hope that you will give your support to the Ethiopian Famine Appeal and buy the SOFTAID tape. It is only £4.99 and is money well spent. Not only will you be supporting an exceedingly worthy cause, but you do get ten top quality games and the single "Do They Know It's Christmas?" If you order it through the Club you will be helping twice over, because for every tape sold we will donate an extra 50p towards the fund. The money we collect will be set aside in a special account and at the end of June we will forward a cheque for the total to Mike Reid of Radio 1. As an extra incentive, everybody that buys this game is entitled to enter a free draw to win a "Band Aid" video that features a selection of the best videos of some of the stars who appear on the single. When you order SOFTAID, enclose a post-card, clearly marked SOFTAID and we will enter it into the draw. If you are entering any of the other competitions in this Magazine, please ensure that each entry is on a separate post-card.

## VOTE FOR YOUR FAVOURITE GAMES

In the May edition of the magazine we will be printing an all-time top ten, compiled from your votes. All you have to do is complete this form, or copy it onto a postcard clearly marked "Top Ten" and send it into the input address at the bottom of the page. The senders of the first five coupons to be drawn out of a hat will each receive a £5 software voucher. So get busy . . .

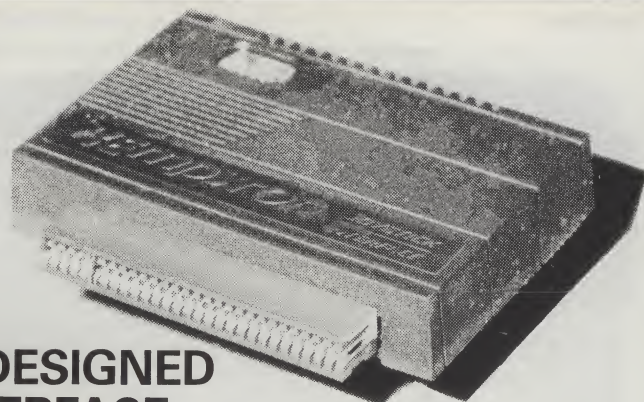
### MY TOP TEN

- |                        |    |                   |
|------------------------|----|-------------------|
| 1. <i>Iran Door</i>    | by | <i>Piranha</i>    |
| 2. <i>Enduro Racer</i> | by | <i>Artivision</i> |
| 3. <i>Dynabuilder</i>  | by | <i>Microsoft</i>  |
| 4. <i>Paperboy</i>     | by | <i>Elite</i>      |
| 5. <i>200M</i>         | by | <i>Imagine</i>    |
| 6. <i>ISW</i>          | by | <i>SP</i>         |
| 7. <i>ISW 2</i>        | by | <i>" "</i>        |
| 8. <i>Dodge City</i>   | by | <i>Phinex</i>     |
| 9. <i>Lapper</i>       | by | <i>US Gold</i>    |
| 10. <i>Dynabuilder</i> | by | <i>Mirrorsoft</i> |
| 11. <i>Bomb Jack</i>   | by | <i>Elite</i>      |

### MY NAME AND ADDRESS:

- |                        |    |                   |
|------------------------|----|-------------------|
| 12. <i>Monty Mole</i>  | by | <i>FH</i>         |
| 13. <i>Nah-lad</i>     | by | <i>Ocean</i>      |
| 14. <i>Manic Miner</i> | by | <i>S.P.T.B.B.</i> |
| 15. <i>Rod Tod</i>     | by | <i>" "</i>        |
| 16. <i>" "</i>         | by | <i>" "</i>        |





## REDESIGNED INTERFACE

Kempston have redesigned their popular interface though the price remains unchanged at £11.50. The incompatibility of the interface with the Spectrum Plus must have been a major embarrassment to Sinclair who still claim that the Plus is compatible with

all existing hardware, and an annoyance to Kempston who had to redesign their interface to fit it. It is worth noting that the redesigned Interface is now compatible with DK' tronics keyboards which wasn't the case previously.

## HOTLINE

*Our next issue will be published on Wednesday 29th May. In the meantime there will of course be a number of new titles released and you might not want to wait till then before making a purchase – after all it's a bit nice to be one of the first to play a new smash hit! We have the answer. Our software list is updated every Thursday (the same*

*day the films change at the cinema) and you can telephone (0494) 450586 any time to find out about our latest recommendations. If you 'phone in the day our staff will update you on what's new, and if it's after 6.00 p.m. or at weekends you can listen to a three minute recording giving details of titles, order codes, club prices and bonus offers where applicable. So remember – any time of day or night just pick up the phone and dial:— (0494) 450586*

## MICRODRIVE COMPETITION PRIZEWINNERS

The winners in our Microdrive Competition were as follows.

### 1st Prize:

Christopher Ford,  
3 Scotchells Close,  
Shanklin, Isle of Wight.  
PO37 7EL.

### 2nd Prize:

Mr. R. W. Richards,  
43 Fraser Road,  
Tamerton Foliot, Plymouth,  
Devon, PL1 4PJ.

### Runners-up:

Jim Rice,  
20 Morlich Crescent,  
Dalgety Bay, Dunfermline,  
Fife, KY11 5UW.  
Anthony Walker,  
20 Halifax Road,  
Kebroyd, Ripponden,  
Sowerby Bridge,  
West Yorks, HX6 3HH.  
Mr. S. McKeown,  
17 Brae Hill Parade,  
Belfast, BT14 8FR.

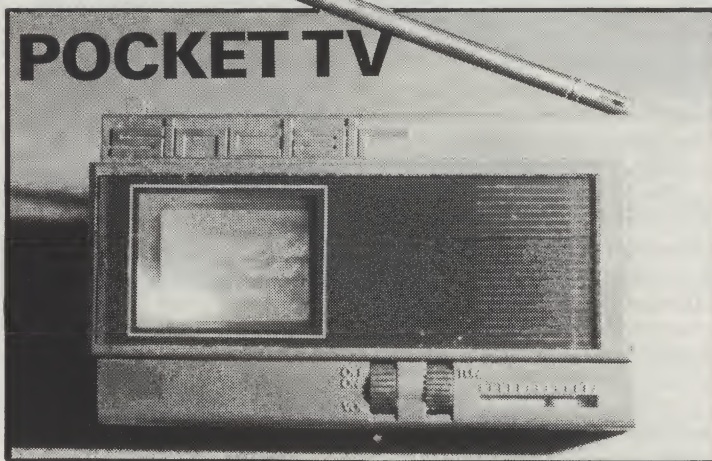
Jeffrey Horne,  
45 Maybank Avenue,  
Wembley, Middx, HA0 2TG.  
Peter Dyson,  
Birch End, Queens Road,  
Crowborough, Sussex,  
TN6 1EL.  
Darren Roofs,  
Lyndhurst, Station Road,  
Middle Drove, Wisbech,  
Cambs.  
P. Mead,  
2 Paddock Close, Wantage,  
Oxon, OX12 7EQ.  
William Macdonald,  
24 Gellymill Street,  
Macdvee, Scotland,  
AB4 1TN.  
Stewart Gibb,  
Bankhouse, 19 Shore Street,  
Macduff, Banffshire,  
Scotland, AB4 1UB.  
C8115903 SAC. Duguid.L.  
Supply Squadron, R.A.F.  
Lossiemouth, Morayshire,  
Scotland, IV31 6SD.

## DK'TRONICS TAKEOVER

Currah, who have formerly made the Currah Micro-Speech Unit for the both the ZX Spectrum and the Commodore 64 have gone into Receivership and DK'Tronics have bought the manufacturing rights. DK tell us they are presently using up stocks of Currah-

made units while they set up a production line. The speech unit, which has no fixed vocabulary, has quickly become one of the best selling add-ons for the Spectrum. It remains to be seen whether DK'Tronics drop their current speech synthesiser that redirects the sound through a supplied speaker rather than the T.V. in favour of the neater Currah unit.

## WIN A SINCLAIR POCKET TV



This desirable Prize is a TV set of the most miniature proportions, equipped to pick up TV almost anywhere in the world.

The TV has a 2 inch screen, automatic brightness and contrast control and a socket for an earphone. It usually sells for £99.95.

The first correct entry drawn out on May 14th will win the Pocket TV. The next 10 cards drawn out will each win a £5 software voucher.

To win the TV, or a voucher, all you have to do is answer the following four questions:

1. Who invented the television and in what year did he do it?
2. To which frequency do you have to tune your TV in order for it to work with a ZX Spectrum?
3. What are the dimensions of the TV given by Sinclair?
4. What was Sinclair's first product available in retail shops?

Please write your answers on a postcard, along with your name and address, and enclose it with your next order, to reach us before 14th May.

### Conditions:

1. Entries must be accompanied by an order for at least one product, from a member of the Mr Software Spectrum Club.
2. Entries must be received before 14th May 1985.
3. Winners will be notified by post, and their names printed in the next issue.
4. No correspondence will be entered into. The decision of the judges is final.



## The Quill

Sorry, no picture available at the present time.

Machine: 48k  
Joystick:  
Category:  
Utility  
Publisher:  
Gilsoft

Price: £14.95

The Quill is a menu based adventure writing utility which will appeal to people involved with role-playing adventures, computer adventures, and those who like programming. Adventures written with the Quill can be marketed but the manufacturers ask that the use of the Quill be mentioned somewhere within the adventure. The menu is very varied offering features such as the memory left in the computer, and a routine to change the background and foreground colours. Writing an adventure consists of several stages, and you are advised to do a lot of advance planning before actually setting to work on the computer. A map must be drawn, detailing room numbers and directions possible, objects and start locations must be listed, and the entire vocabulary should be defined.

Once this is done the program is a delight to operate. Events within the adventure are contained in a special area known as the 'event table' using two 'key' words to trigger a response. These words must be typed by the player in order for a response to take place although they may be anywhere within the input. This table is scanned every time a command is typed. Another important table is the Status Table which is checked every move. This can be used to make a character go hungry after a specified number of moves etc. Location descriptions can take up a whole screen if needed although this will, of course, use up more memory. The program can handle up to 252 locations. The adventures that you write can be saved in two ways; as a database

which can be reloaded into the main program to be continued with, or as a separate program which can be loaded independently from the main program. The latter is the form in which they can be sold. Full verification is possible so data loss is rare. Adventures produced using the Quill are unfortunately "text-only" but Gilsoft have now produced another utility, the Illustrator, which allows pictures to be added to adventures. This also costs £14.95 and will be reviewed in our next issue. A full manual is supplied detailing all the possible features, and a sample adventure is included for the purchaser to enter, thus familiarising himself with all sections of the menu.

Order code: SQUILL  
(The Quill)  
Order code: SILLUS  
(The Illustrator)

## Megahits

Price: £19.95

Machine: 48k



Publisher:  
Beau-Jolly

Megahits is a compilation tape featuring 3D *Starstrike*, reviewed elsewhere in this magazine, plus nine other games. These include *Son of Bagger* (look in our dustbin for this one), *Blue Thunder* (Richard Wilcox) which we've previously rated quite highly, and *Automania* from Mikro-Gen (they seem anxious to get rid of this game, first giving it away in a twin-pack with Pyjamarama). Next comes Quicksilva's *Bugaboo* which you either love or loathe, *Psytron* from Beyond (another good one), *Wheelie* from Microsphere, *Fall Guy* (Elite) — which fell flat on its face when released, *Blade Alley* from PSS (pretty rubbishy) and finally *Penetrator* from Melbourne House. If you're a new Spectrum owner then this tape represents an excellent way of buying one good hit, plus some pretty fair older titles.

Order code: SMEGAH

## Hellfire



Machine:  
48k  
Joystick:  
Kempston  
Interface 2  
Category:  
Arcade  
Publisher:  
Melbourne House

Price: £6.95

You have been set three tasks to prove your worthiness to the gods in this Greek Mythology arcade game. After climbing the slopes of Olympus and avoiding the falling rocks, you enter the Temple of Knossos. Here you have to avoid the guarding Minotaurs only to find yourself trapped in a maze. Use your mace to kill the Reptilian Assassin, the Fireball Thrower and to break exits open. Further maces can be found in the treasure chests scattered around the maze. A highly original game, with excellent graphics, good animation but no sound. The packaging shows the screens in full colour, whereas the game itself only features partial background colouring.

### Ratings:

Graphics: 8  
Sound: None  
Colour: 5

Originality: 9  
Interest: 7  
Order code: SHELFI

## Comcon Interface



Machine: 16/48k  
Joystick:  
Category:  
Hardware  
Manufacturer:  
Frel Ltd.

Price: £9.95

There have been many different designs in joystick interfaces, some better than others, but each one limited in some way. The Comcon from Frel Ltd is one of the largest interfaces available, each key on the Spectrums' keyboard is represented by two pins on the Comcon Interface. Six plugged cables, each representing up, down, left right and fire controls are simply plugged into the pins representing the appropriate keyboard keys. This can be done at any time, including while

loading or playing the game and makes it compatible with all software. So far it has been proved to be compatible with most add-ons and has an extension port, though it will *not* work with rapid-fire joysticks.

Overall, a well made and good quality product.

Order code: SCOMCO

The following titles have been reviewed since our last magazine, but are not considered to be of a high enough standard for us to recommend a purchase:

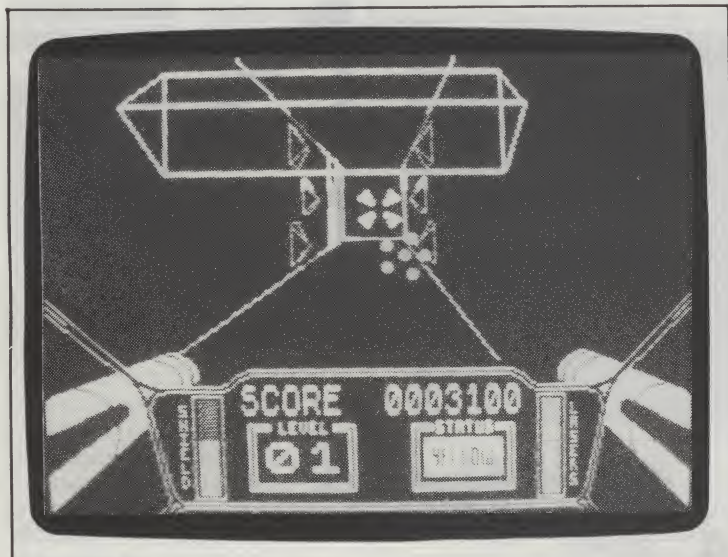


Grand Prix Manager—Silicon Joy  
The Great Space Race—Legend  
The Magic Sword—Database Publications  
Shuttle Shock—Software Super Savers  
Zone 09—Allanson Computers  
Battle Cars—Games Workshop  
Strontium Dog—Quicksilva  
Trio—Silicon Joy  
Son of Bagger—Alligata  
Mission 2  
Pirate  
Accelerator—Century City  
Xaviour—PSS  
The Prize—Arcade  
Beatcha—Romik  
H.E.R.O.—Activision  
Dragonfire—Cheetahtsoft  
Zenji—Activision  
Psytraxx—The Edge  
Espionage—Modular Resources  
Assignment East Berlin—Sterling  
The Magic Sword—Database  
Falklands Crisis—Llainlan  
Jewels of Babylon—Interceptor  
Software Star—Addictive  
Therbo—Arcade  
Wizard's Warrior—Mastergrove  
Dukes of Hazzard—Elite  
Viking Raiders—Firebird  
Raiders of the Cursed Mine  
The Detective—Arcade  
Loony Zoo—Phipps Associates  
Crazy Caverns—Firebird  
Killer Knight—Phipps Associates  
Grid Run & Pontoon—Arcade  
Exodus—Firebird  
Byte Britten—Firebird  
Eric Bristow's Pro-Darts—Quicksilva  
The Wilf Bunch—Firebird  
Jewels of Babylon—Interceptor





## 3D Starstrike



## STORYLINE:

... "suddenly there were the Outsiders. Appearing in massive fleets on the edge of the galaxy they seemed uninterested in conquest, only destruction. Earth's fleets were decimated and the Federation lay on the brink of collapse. In desperation Federation Command chose to strike directly at the Outsider control centres. These immense bases were constructed within hollowed out moons.

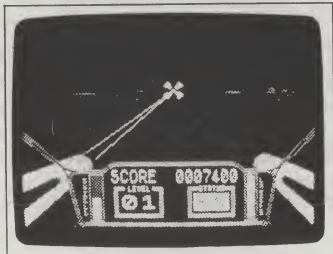
To destroy them required a direct hit on the base's reactor systems at the very centre of the moon. The only access to the reactor chamber was through two cooling ports within the base's equatorial duct. To reach these however, an attacker was forced to run the gauntlet of the base's heavy ground and space defences. To penetrate these a new generation of starfighters was created—the STARSTRIKE series ... This is exactly what Realtime Print on the inside cover of "3D Starstrike". Does it seem rather like "Star Wars"?

## DESCRIPTION:

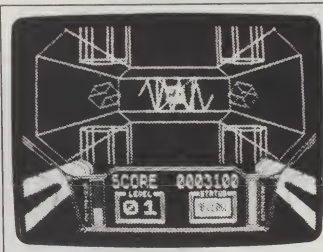
"Starstrike" is the sort of game that Spectrum owners dream of ... amazing 3D graphics, bright clear colours, good sound, high content and lasting interest ... yes this game is nearly perfect! When the game has loaded, you choose joystick or keyboard, and the difficulty level, ranging from easy to

very hard. There are four stages on each level. In every stage you have the same display for your fighter. At the bottom of the screen is your instrument panel. It tells you the status of the shields (they are depleted by plasma bolts hitting you), your score and your current status. This starts off on green, and as you sustain more and more damage, the status turns to yellow and then finally to red. After red the game is over. The panel also shows the condition of your lasers—these overheat rapidly and take time to recharge. You also see the laser turrets on the left and right hand side, of the screen. When you press fire the two lasers meet at the target, which you can move around the screen.

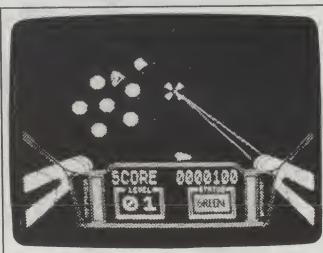
The first stage puts you in deep space, being attacked



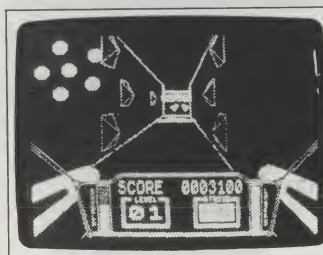
by Outsider fighters. You must shoot these and also their plasma bolts (the group of coloured dots) that they fire at you. The next stage depends on the level that you are playing on. If it is the first level you have to shoot down short towers, if it is the second level you have to shoot the



yellow tops off the towers. Here the 3D graphics are shown to their best and if you crash into the towers the plane does a spectacular spin around, and you see the buildings upside down ... excellent! In the third stage you are in

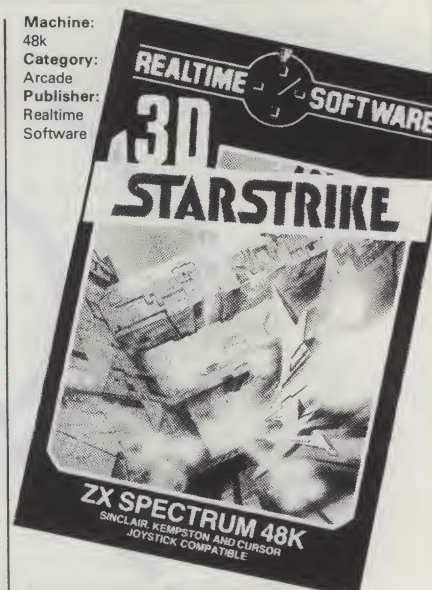


the corridor leading to the reactor. Crossing the corridor there are numerous catwalks, which you must avoid. At the same time you have to shoot little pyramids off the walls of the corridor and avoid the plasma bolts that they are firing. Once you have managed to get through the corridor you must disable a



force field by hitting two rotating cubes on either side of the corridor. If you don't manage to do this you have another chance and you re-enter the corridor. If you succeed, you see the base explode. Then you hyperspace back to the first stage where there are more and faster Outsiders to destroy. This game is the one that we have all been waiting for ... there have been many attempts to make a "Star Wars" game, but none can be compared to this. The 3D graphics can't be said to be realistic because who knows what it is like in an "equatorial

Machine:  
48k  
Category:  
Arcade  
Publisher:  
Realtime  
Software



corridor"? However, they can be said to be clear colourful and convincing. This game is one that we can strongly recommend to any Spectrum owner ... GET IT!

## CONTROLS:

Pause and abort facility, sound can be turned on and off. There are four directional controls: dive, climb, left and right. Lasers. Keyboard response is very fast. Sinclair Interface 2, Kempston and cursor joysticks can be used with this game. The keys chosen for keyboard use are easy to use and well set out. Keys seemed easier to use than joystick.

OVERALL:  
EXCELLENT

## Ratings:

Graphics: 10	Originality: 8
Sound: 8	Interest: 9
Colour: 10	Order code: S3DSS

## BONUS PRICES

## What they mean

"BONUS" prices are a means by which we can give our members some very special offers—in some cases saving many pounds on shop prices.

As a new member of the Mr. Software Spectrum Club (up to 60 days from the date you apply to join) you can order up to five titles at the "BONUS" price—and you don't need to buy them all at once.

After the 60 days, for every two titles you buy at the Club Price, you are entitled to take one title at the "BONUS" price. From time to time we will make special promotional offers—watch out for these.



# SOFT AID

Feed The World

**Price  
£4.99.**

## All proceeds to Bob Geldof Band-Aid Ethiopian Appeal Fund

'Softaid', the computer industry's answer to the incredibly successful 'Band-aid' was released in late February and contains some excellent titles including **Ant Attack** from - Quicksilver, **The Pyramid** from Fantasy and **Jack and the Beanstalk** from Thor.

Other games to feature on this excellently priced tape are **Spellbound** by Beyond, **3D Tank Duel** from Realtime, **Starbike** by The Edge, **Kokotini Wilf** from Elite, **Gilligan's Gold** from Ocean, **Sorcery** from Virgin and — probably worst of the lot — **Horace Goes Skiing** from Melbourne House.

Notable omissions from the list of publishers are two meganames in the industry, *Software Projects* and *Ultimate*. This is a disappointment since either or both of these companies could have lifted the standard of this tape much higher even with one of their older titles.

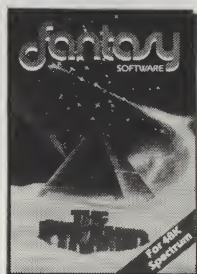
That said, ten titles for just **£4.99** represents superb value for money and we're going to make it even better for Club Members by offering this tape at the 'Bonus Price' of **£4.45** — and we'll make up the dif-

ference so that the *Ethiopian Famine Appeal* receives its full contribution. (If you want to pay the full £4.99 then we'll put 50p on top of that!) Furthermore, we're giving away a free 'Bandaid' video to the winner of our **Softaid Competition**. See "Input" for full details. Here now are reviews of just three of the titles on this tape taken from earlier issues of the magazine:

**Order Code:** SSOFTA



### The Pyramid



**Machine:** 48k  
**Joystick:** Fuller  
Kempston  
AGF  
Protek  
Microgen  
**Category:** Arcade/Adventure  
**Publisher:** Fantasy

**Usual Retail Price:** £5.50

Guide Ziggy, equipped with defence shield and phased plasmic laser, through the Pyramid, which consists of 120 chambers on 15 levels. Each chamber is inhabited by one of 60 varieties of weird creatures and aliens, ranging from galactic strawberries to demons and cosmic claws to mutant eyes. This arcade game will continue to amaze you for months, if not years!

**Ratings:** /10  
**Graphics:** 7  
**Sound:** 4  
**Colour:** 7

**Originality:** 8  
**Interest:** 8

### Jack and the Beanstalk



**Machine:** 48k  
**Joystick:** Kempston  
**Category:** Arcade  
**Publisher:** Thor Software

**Usual Retail Price:** £5.95

This game is no fairytale—more like a nightmare! First you climb

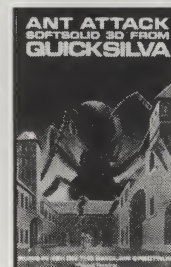
the beanstalk, then, when you have found the castle you must search for the giant's riches. Fight off the creatures that guard the goose that lays golden eggs. Superfast graphics and action combine to make a really entertaining game.

**Ratings:**

**Graphics:** 8  
**Sound:** 8  
**Colour:** 7

**Originality:** 9  
**Interest:** 8

### Ant Attack



**Machine:** 48k  
**Joystick:** No  
**Category:** Arcade  
**Publisher:** Quicksilver

**Usual Retail Price:** £6.95

Your childhood sweetheart has been captured by the Giant Ants and taken to their city. You must enter the dreaded city and rescue her before the ants have their evil way. Your only aids are your stun grenades and a pair of very nimble legs.

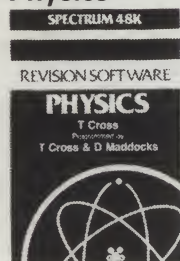
Ant Attack uses a totally original special soft solid technique which gives the closest graphics to 3-dimensional gameplay ever achieved on the Spectrum and there's no need for special spectacles!

**Ratings:**  
**Graphics:** 10  
**Sound:** 5  
**Colour:** 4

**Originality:** 10  
**Interest:** 9



## Physics



Machine: 48k  
Category:  
Educational  
Publisher:  
Collins Revision  
Software

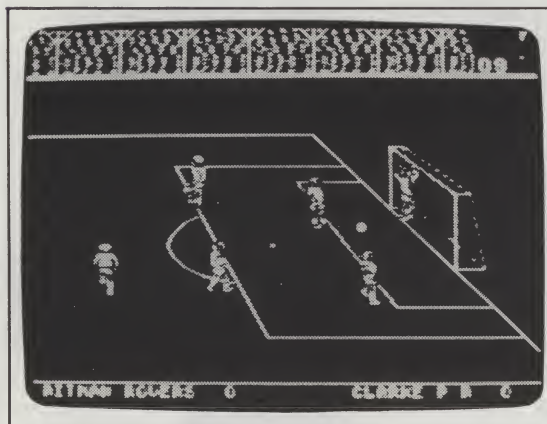
Price: £8.95

This well produced pack comprises a revision book with lots of hints and tips, and a cassette which looks to be about a C15. The first of the programs, which are in BASIC, displays a menu with twelve possible topics for examination ranging from atmospheric pressure to x-rays. For each topic there are ten questions followed by a summary of the score and a suggested list of areas for extra revision, based on any questions which were answered incorrectly. Here we discovered an amusing bug. At the top of the screen is a number in brackets which is supposed to be the number of letters in your answer. Beneath that are boxes to fill in with the letters of your answer, but the number of boxes doesn't always correspond with the number of the top of the page! (It doesn't interfere with the quiz). When answering the questions, if the answer is wrong the computer will give the first letter of the solution, and if it is answered incorrectly a second time a reference is given for the revision book. If it is answered wrongly a third time, the correct answer is displayed. Depending on your score, you may be advised to play a game which gives you further practice on the subject.

After the test program come a series of diagram revision programs to illustrate some of the topics in Physics. This pack should provide useful revision for any students in their last year before O-Levels as every topic in the syllabus is examined and tested. If we have any criticism, it is the fact that the programs are in BASIC and therefore take a long time to load which can be rather frustrating. Otherwise excellent value.

Order code: SPHYSI

## MATCH DAY



Machine: 48k  
Joystick: Any  
Category:  
Sports  
Simulation  
Publisher:  
Ocean

Price: £7.95

## DESCRIPTION:

Whether you love or loathe football you will appreciate the quality of animation in this game. It will inevitably be compared to "International Soccer", the Commodore 64 football simulation, and in many ways we think it's better. "Match Day" simulates a game of football in great detail and full marks go to Ocean who have made an excellent job of it.

## DIFFICULTY LEVELS:

In "Match Day" you can compete with your friends, with or without your computer, in a three stage cup competition – the difficulty level obviously depends on the skill of your opponent. If you are playing a one player game you can choose to compete at amateur, professional or international level.

## GAME FEATURES

"Match Day" probably has the most user-definable "front end" yet on the Spectrum. When the game loads you are presented with the main menu and from here you choose to play a one or two player game, play a match day special, change match details or team names. It is the ability to change match details that really makes "Match Day" so adaptable. When you choose this option you can change difficulty level, alter the length of each half and (for when you compete for the cup) you can change the number of teams taking part in the cup competition, up to a maximum of eight teams. The computer opponent gives you the chance to make the number of teams up to eight if there

are not enough players.

If you choose to play a "Match Day Special" you compete in the cup competition as mentioned. If you choose to change team names, then after going from the main menu you can type in any name that you want for the eight cup teams, or the two teams in a one player game. You can also change team colours. If you choose to play a one player game you will be given another (!) menu. From this menu, when you choose to change team colours you will see the current match scoreline and the team strips. As well as changing the colour of the strip you can change the colour of the field, line and backboard.

Once you have set up the game to suit your requirements select the "Kick Off" option, and the game starts...



## GAMEPLAY

Every detail is as in real football. You are given a 3 dimensional view of the pitch that is simple, yet realistic. At the beginning of the game you see the players coming out of the tunnel and taking their places on the field. At any one time you see about a third of the pitch. The screen scrolls continuously to center on the action.

Beyond the pitch you see the opposite side of the stadium (and the crowd), while at the bottom of the screen is the match scoreline showing the teams playing and the score. At the top left hand corner of the screen is a small timer that shows how long you have left. When the whistle blows the action begins. You control the player that is nearest to the ball. You can tell which one this is because his socks change colour! Every skill is available as in real football: dribbling, passing, receiving and – a feature we liked very much – a goal keeper that you can make dive from side to side to save the ball. You also control throw-ins, corner-kicks, and goal-kicks.



## CONTROLS

Due to the redefinable keys any joystick can be used. The controls are for left, right, up, down and kick. The kick button (fire on joystick) is also used to make the goalkeeper dive and to take throw-ins.

## CRITICISM

It amazes us how the Ocean have managed to fit so much into the 48k available. The game certainly doesn't lack any facilities. Our one small criticism is the slightly disconcerting way that the players are animated. It's undoubtedly good animation, but they do seem slightly "mechanised". Weighed against the plus-points on this game it is only a minor criticism!

## OVERALL

An outstanding game that can be strongly recommended to any Spectrum owner. Fantastic!! – get it!

Ratings: /10

Graphics: 9

Sound: 8

Colour: 10

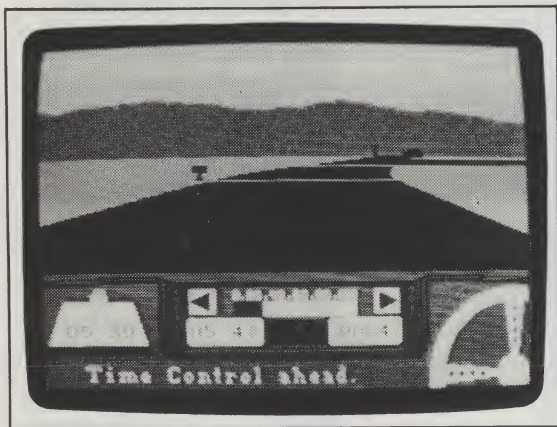
Originality: 9

Interest: 10

Order code: SMATDA



## Rally Driver



Machine:  
48k  
Joystick:  
Kempston  
Sinclair 2  
Category:  
Sports Simulation  
Publisher:  
Hill MacGibbon

Price: £9.95

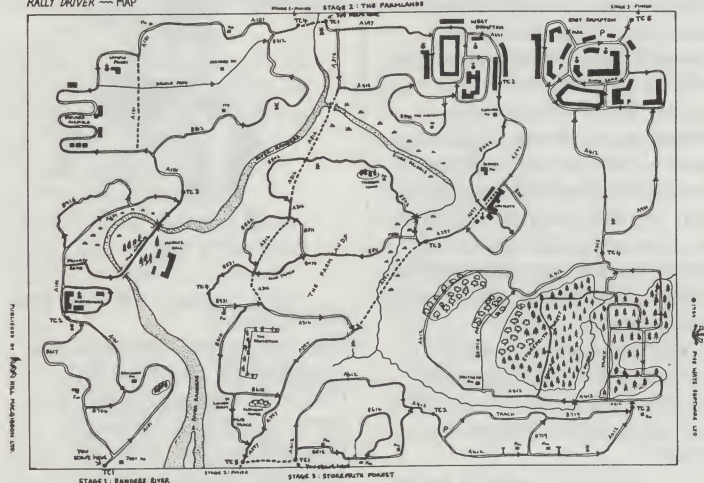
A slightly different driving simulation in that instead of driving around a seemingly endless track you have the choice of the route that you want to take, making right and left turns at road junctions.

The scenery is in 3D, which is executed very well. The road curves reasonably smoothly—at the roadside

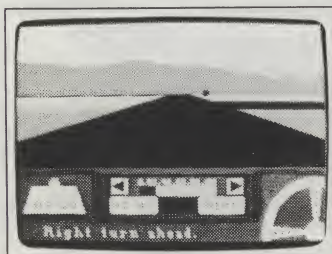
centre of the dashboard is a speedometer (maximum speed 100mph), indicators to show left or right turn, and a handbrake warning light.

The controls of the car are initially a bit tricky, even if you use a joystick you still have to use the keyboard for some of the functions. However, after a short

RALLY DRIVER — MAP



there are houses, posts etc. All that you see of your car is the dashboard, that takes up the bottom third of the screen. The steering wheel is on the far right of the dashboard, which is more realistic than having it in the centre as previous games have. On the far left of the screen there is your navigator's clipboard, which shows the time penalties you have incurred. In the



your dashboard. There are time and passage controls to negotiate, these are where the marshalls check

that you have followed the proper course. At the passage control you are given a code which you must remember and give to the marshall at the time control. Failure to do this results in a time penalty. Penalties are also awarded for crashing, hitting spectators or trying to turn

into inaccessible roads. Overall, this game is the most exciting and accurate driving simulation currently available—great fun if played with two people—one to act as navigator.

### Ratings:

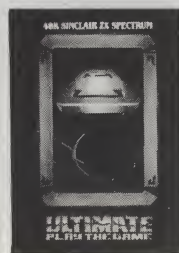
Graphics: 8  
Sound: 6  
Colour: 7

Originality: 9

Interest: 9

Order code: SRALDR

## ALIEN 8



Machine:  
ZX Spectrum  
48k  
Joystick:  
Kempston,  
Sinclair 2,  
Cursor  
Category:  
Arcade/  
Adventure  
Publisher:  
Ultimate

Price: £9.95

After the demise of their home Planet, the cryonaughts have set off in a starship in search of a distant Planet for a home. They put the Alien 8 robot in charge of the ship.

We meet the starship as it nears the end of its journey and prepares to activate its landing program. It is still several hundred light years away, but it must now start to slow down to sub-hyperwarp speeds. As soon as it does this, the ship is open to attack. The computer reports alien invasion in nearly all parts of the ship. As soon as aliens enter into the ship the life support

systems of the ship become inoperative. Controlling the Alien 8, it is your task to travel around the ship, reactivating the life-support systems, so that the ship's landing procedure can start again.

"Alien 8," like "Knight Lore," is in amazing 3D. As in "Knight Lore," you must manoeuvre your character through a large number of rooms. As in "Knight Lore" each room has some sort of puzzle for you to work out. In fact, everything is just as in "Knight Lore," with the character and locations "Computerised" — instead of a man you control a robot, and instead of caves, he travels around corridors and cryogenic chambers.

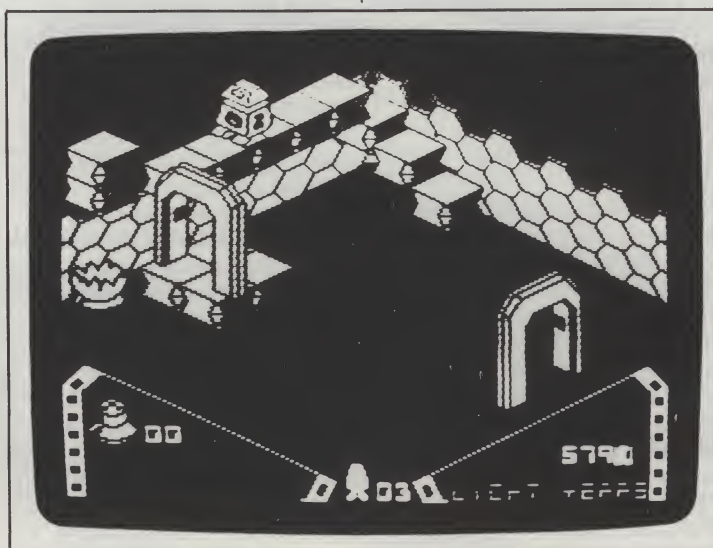
We would recommend "Alien 8" to anyone who hasn't yet got "Knight Lore" or who has mastered most of "Knight Lore" and is looking for a new challenge. It is, as always from Ultimate, a very high quality game, but for the first time they seem to have fallen down on originality.

### Ratings: /10

Graphics: 9  
Sound: 7  
Colour: 9

Originality: 5  
Interest: 8

Order code: SAL18



One of the many rooms in 'Alien 8'. To get to the next door you must tread carefully. As you climb the steps, for instance, they start to sink under your feet!



# Mr. Software

## Price List

*Effective 1st April 1985*

(This listing supercedes all previous listings)

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
S3DSTA	3D STARSTRIKE	REAL TIME	5.95	4.60	3.90
3DTAN	3D TANK	DK TRONIKS	4.95	3.75	2.75
ADAST	AD ASTRA	GARGOYLE GAMES	5.95	4.45	
AQSP	ADVENTURE QUEST	LEVEL 9	9.95	8.45	
ATC	AIR TRAFFIC CONTROL	MIKRO GEN	9.95	8.45	
SAIRWO	AIRWOLF	ELITE	6.95	5.95	4.65
ALCHE	ALCHEMIST	IMAGINE	5.50	4.50	3.95
SALIEN	ALIEN 8	ULTIMATE	9.95	8.30	
AMEFO	AMERICAN FOOTBALL	ARGUS PRESS	9.95	8.45	
ANTAT	ANT ATTACK	QUICKSILVA	6.95	5.75	2.95
ANTIC	ANTICS	BUG-BYTE	6.95	5.55	
AQUAP	AQUAPLANE	QUICKSILVA	7.95	6.35	
SASTRO	ASTRONUT	SOFTWARE PROJ.	5.95	4.60	
ATIAT	ATIC ATTACK	ULTIMATE	5.50	4.95	3.45
AVALO	AVALON	HEWSON	7.95	6.75	
BEASP	BEACH HEAD	U S GOLD	7.95	6.45	5.95
BEAKY	BEAKY AND THE EGGSNATCHERS	FANTASY	5.50	4.50	
SBIOLO	BIOLOGY (O-LEVEL REVISION)	COLLINS	8.95	8.15	
BLAHA	BLACK HAWK	CREATIVE SPARKS	6.95	5.90	
BLAAL	BLADE ALLEY	P.S.S.	5.95	4.75	
EMI20	BLANK CASSETTE (15 MINS)	VARIOUS	0.60	0.50	
SBLOCK	BLOCKBUSTERS	MACSEN	7.95	6.15	
SBLUMA	BLUE MAX	SYNSOFT	7.95	6.65	
BLUTH	BLUE THUNDER	RICHARD WILCOX	5.95	4.25	
SBOOTY	BOOTY	FIREBIRD	2.50	2.25	
BOSSP	BOSS (THE)	PEAKSOFT	6.95	6.25	
BRABL	BRAAX BLUFF	MICROMEGA	6.95	5.85	
SBRIBL	BRIAN BLOODAXE	SOFTEK	7.95	6.15	
BRIPL	BRIDGE PLAYER	CP SOFTWARE	8.95	7.60	
SBRIST	BRISTLES	STATESOFT	7.95	6.65	
BUGAB	BUGABOO	QUICKSILVA	6.95	5.25	3.55
SBUGBL	BUGGY BLAST	FIREBIRD	5.95	5.40	
CAVER	CAVERN FIGHTER	BUG-BYTE	5.95	4.25	
CHEFL	CHEQUERED FLAG	PSION	6.95	5.45	2.95



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
CHEPS	CHESS BY PSION	PSION	6.95	4.95	2.45
CHUSP	CHUCKIE EGG	A & F SOFTWARE	5.95	4.75	
CODMA	CODENAME MAT	MICROMEGA	6.90	5.90	4.95
COLSP	COLOSSAL ADVENTURE	LEVEL 9	9.95	8.45	
COMLY	COMBAT LYNX	DURELL	7.95	6.75	
CURSP	CURRAH SPEECH	CURRAH	29.95	27.95	
CYCLO	CYCLONE	VORTEX	5.95	4.50	
DALSP	DALEY THOMPSONS DECATHLON	OCEAN	6.90	5.85	5.25
DMBF	DANGER MOUSE IN THE BLACK FOR.	CREATIVE SPARKS	6.95	5.90	
DARST	DARK STAR	DESIGN DESIGN	7.50	6.35	
DARTZ	DARTZ	AUTOMATA	5.00	4.00	
DEATH	DEATHCHASE	MICROMEGA	6.95	5.45	4.45
DEM	DEUS EX MACHINA	AUTOMATA	15.00	13.50	
SDOORE	DOOMDARK'S REVENGE	BEYOND	9.95	7.75	
DOOCA	DOOMSDAY CASTLE	FANTASY	6.50	4.95	
SDRIIN	DRIVE IN (THE)	FANTASY	5.50	4.25	
DUNSP	DUNGEON ADVENTURE	LEVEL 9	9.95	8.45	
ENGL1	ENGLISHSKILLS 1	GRIFFIN	9.95	8.45	
ENGL2	ENGLISHSKILLS 2	GRIFFIN	9.95	8.45	
ESKED	ESKIMO EDDIE	OCEAN	5.90	4.45	
EURSP	EUREKA	DOMARK	14.95	12.70	
SEAW	EVERYONE'S A WALLY	MIKROGEN	9.95	8.45	
EXTER	EXTERMINATOR	SILVER SOFT	5.95	4.45	1.45
FIGPI	FIGHTER PILOT	DIGITAL INT.	7.95	6.95	5.95
FOOMA	FOOTBALL MANAGER	ADDICTIVE	6.95	5.45	
FWE	FOREST AT THE WORLD'S END	INTERCEPTOR	5.50	4.65	3.95
SFORM1	FORMULA 1 SIMULATOR	MASTERTRONIC	1.99	1.75	
FRANK	FRANK N. STEIN	P.S.S.	5.95	5.00	
FRENA	FRENCH MISTRESS A	KOSMOS	9.95	7.45	
FRENB	FRENCH MISTRESS B	KOSMOS	9.95	7.45	
FULTH	FULL THROTTLE	MICROMEGA	6.95	5.45	4.45
GALSP	GALAXIANS	ARTIC	4.95	3.96	
GAMDE	GAMES DESIGNER	QUICKSILVA	14.95	12.95	
GERMA	GERMAN MISTRESS A	KOSMOS	9.95	7.45	
GERMB	GERMAN MISTRESS B	KOSMOS	9.95	7.45	
SGHOST	GHOSTBUSTERS	ACTIVISION	9.95	8.30	
GIARE	GIANT'S REVENGE	THOR	6.95	5.55	
SGFTG	GIFT FROM THE GODS	OCEAN	9.95	7.70	
GOTOJ	GO TO JAIL	AUTOMATA	6.00	5.00	4.00
GTH-B	GUIDE TO PLAYING THE HOBBIT	MELBOURNE HOUSE	3.95	3.95	
HARSP	HARRIER ATTACK	DURELL	5.95	4.45	
SHELLF	HELLFIRE	MELBOURNE HOUSE	6.95	5.40	
HOBSP	HOBBIT (THE)	MELBOURNE HSE.	14.95	12.95	11.00
HULSP	HULK	ADVENTURE INT.	9.95	8.45	7.95
HUNSP	HUNCHBACK	OCEAN	6.95	5.45	
SHUN2	HUNCHBACK 2	OCEAN	6.90	5.90	4.95
SHYPER	HYPERACTION	SILVERSOFT	5.95	4.60	
SILLUS	ILLUSTRATOR (THE)	GILSOFT	14.95	11.75	
TURBO	INTERFACE - TURBO	RJH	22.50	20.65	
SCOMCO	INTERFACE - COMCON	FREL	19.95	18.95	
DKPCI	INTERFACE - DK CENTRONICS	DK TRONICS	39.95	36.95	
DKJIN	INTERFACE - DK'TRONICS D/PORT	DK'TRONICS	13.00	11.50	
INTER	INTERFACE - KEMPSTON	KEMPSTON	11.50	9.95	
INT1	INTERFACE 1	SINCLAIR	49.95	47.95	
INT2	INTERFACE 2	SINCLAIR	19.95	18.95	
JTB	JACK AND THE BEANSTALK	THOR SOFTWARE	5.95	4.50	1.95
SJASPE	JASPER	MICROMEGA	6.95	5.80	
JETSE	JET SET WILLY	SOFTWARE PROJ.	5.95	4.55	3.45



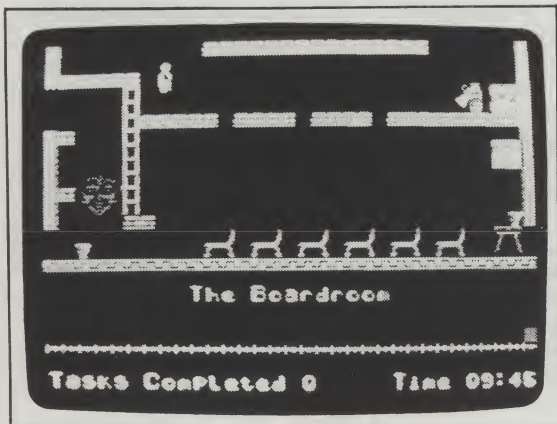
ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
JETPA	JETPAC	ULTIMATE	5.50	4.15	2.95
SJINJE	JIN GENIE	MICROMEGA	8.95	7.45	
JOYST	JOYSTICK - (COMPETITION-PRO)	KEMPSTON	13.50	12.00	
COMPRO	JOYSTICK - (COMPETITION-PRO)	EUROMAX	17.95	16.95	
QUICK	JOYSTICK - QUICKSHOT II	SPECTRA-VIDEO	11.95	10.95	
JUMCH	JUMP CHALLENGE (EDDIE KIDD)	MARTECH	6.95	5.90	
KENTI	KENTILLA	MICROMEGA	6.95	5.85	
KETTR	KET TRILOGY (THE)	INCENTIVE	12.95	11.00	9.95
DKKEY	KEYBOARD - DK'TRONICS	DK TRONICS	45.00	40.00	
KNILO	KNIGHT LORE	ULTIMATE	9.95	8.45	
KTWSP	KOKOTONI WILF	ELITE	5.95	4.95	
KONSP	KONG	OCEAN	5.95	4.75	
KUNFU	KUNG FU	BUG-BYTE	6.95	5.75	
SLAZJO	LAZY JONES	TERMINAL	6.95	5.40	
LIGPE	LIGHT PEN	DK'TRONIKS	19.95	16.95	
SLODRU	LODE RUNNER	SOFTWARE PROJECT	9.95	8.30	
LOGO	LOGO (SINCLAIR)	SINCLAIR	39.95	36.95	34.00
LOM	LORDS OF MIDNIGHT	BEYOND	9.95	8.45	5.00
LOTSP	LORDS OF TIME	LEVEL 9	9.95	8.45	
LUNJE	LUNAR JETMAN	ULTIMATE	5.50	4.65	
MANSF	MANIC MINER	SOFTWARE PROJ.	5.95	4.55	3.45
SMATDA	MATCH DAY	OCEAN	7.95	6.15	
MATPO	MATCH POINT	PSION	7.95	6.75	
MATIN	MATHS INVADERS	STELL	6.95	5.25	
MATH1	MATHSKILLS I	GRIFFIN	9.95	8.45	
MATH2	MATHSKILLS II	GRIFFIN	9.95	8.45	
SMEGAH	MEGAHITS	BEAU JOLLY	19.95	17.75	
MELDR	MELBOURNE DRAW	MELBOURNE HOUSE	8.95	7.60	
MICOL	MICRO OLYMPICS	MICRO USER	5.95	4.75	
MICDR	MICRODRIVE (SINCLAIR)	SINCLAIR	49.95	47.95	
MICCA	MICRODRIVE CARTRIDGE	SINCLAIR	1.99	1.89	
MFC	MICROS FOR CHILDREN	STELL	6.95	5.25	
MILLI	MILLIONAIRE	INCENTIVE	5.50	4.50	
SMINOF	MINI-OFFICE	DATABASE	5.95	4.60	
MISDE	MISSILE DEFENCE	ANIROG	5.95	4.45	
MISWO	MISSING WORDS	STELL	6.95	5.25	
MIH	MONSTERS IN HELL	SOFTTEK	5.95	4.45	1.45
SMII	MONTY IS INNOCENT	GREMLIN	6.95	5.40	
MMSP	MONTY MOLE	GREMLIN	6.95	5.55	4.45
MOOAL	MOON ALERT	OCEAN	5.95	4.45	
MMTB	MORRIS MEETS THE BIKERS	AUTOMATA	6.00	4.00	
MRWSP	MR WIMPY	OCEAN	5.90	4.45	
MUGSY	MUGSY	MELBOURNE HSE.	6.95	5.55	4.95
NIGGU	NIGHT GUNNER	DIGITAL INT.	6.95	5.45	
OLYMP	OLYMPICON	MITEC	5.95	4.75	
OMETR	OMETRON	SOFTWARE PROJECT	5.95	4.75	2.45
PENET	PENETRATOR	MELBOURNE HSE.	6.95	5.20	
SPHYSI	PHYSICS (O-LEVEL REVISION)	COLLINS	8.95	8.15	
PIEYE	PI-EYED	AUTOMATA	6.90	5.20	3.95
PIINE	PI-IN-ERE	AUTOMATA	6.00	5.00	3.45
PIBAL	PIBALLED	AUTOMATA	6.00	4.50	2.50
PIMAN	PIMANIA	AUTOMATA	10.00	7.50	4.95
PIROM	PIROMANIA	AUTOMATA	6.00	5.00	
POOL	POOL (CDS)	CDS MICROS	5.95	4.45	3.45
SPROFU	PROJECT FUTURE	MICROMANIA	6.95	5.45	
PROTE	PROTEUS	ABACUS	5.95	4.45	1.95
PSST	PSST	ULTIMATE	5.50	4.15	
PSYTR	PSYTRON	BEYOND	7.95	6.45	5.00



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
PYJAM	PYJAMARAMA	MIKRO-GEN	6.95	5.85	4.45
SQUILL	QUILL (THE)	GILSOFT	14.95	11.75	
SRALDR	RALLY DRIVER	HILL MCGIBBON	9.95	8.45	6.25
RAPSC	RAPSCALLION	BUG-BYTE	7.95	6.75	
REBEL	REBELSTAR RAIDERS	RED SHIFT	9.95	8.95	
SRIVRA	RIVER RAID	ACTIVISION	7.95	6.65	
SRFG	RUN FOR GOLD	HILL MCGIBBON	7.95	6.75	5.00
SABWU	SABRE WULF	ULTIMATE	9.95	8.45	6.95
SCUSP	SCUBA DIVE	DURELL	5.95	4.55	3.95
SENTI	SENTINEL	ABACUS	5.95	4.45	1.95
SHERL	SHERLOCK	MELBOURNE HSE.	14.95	12.95	10.00
SIRLA	SIR LANCELOT	MELBOURNE HSE.	5.95	5.05	
SKODA	SKOOL DAZE	MCS LIMITED	5.95	5.00	
SLISP	SLICKER PUZZLE	DK TRONICS	6.95	5.55	
SNOSP	SNOWBALL	LEVEL 9	9.95	8.45	
SSNOWM	SNOWMAN (THE)	QUICKSILVA	6.95	5.80	
SSOFTA	SOFTAD	QUICKSILVA	4.99	4.45	
SCC	SORCERER OF CLAYMORE CASTLE	ADVENTURE INT.	9.95	8.45	
SSPASH	SPACE SHUTTLE	ACTIVISION	7.95	6.65	
SPECT	SPECTRON	VIRGIN GAMES	5.95	4.45	2.45
SSPIDER	SPIDERMAN	ADVENTURE INT.	9.95	8.45	6.45
SPLSP	SPLAT!	INCENTIVE	6.50	5.55	
SPOHE	SPORTS HERO	MELBOURNE HSE.	6.95	5.55	
SDS	STEVE DAVIS SNOOKER	CDS MICROSYSTEMS	7.95	6.75	5.45
STE	STOP THE EXPRESS	PSION	5.95	5.05	
STRLO	STRANGELOOP	VIRGIN	6.95	5.90	
SUPDI	SUPER DIGGER	ABACUS	5.95	5.05	1.95
SUPCH	SUPERCHESS III	CP SOFTWARE	8.95	7.60	
SYSSP	SYSTEM 15000	FERRANTI & CR.	9.95	8.45	
TABLE	TABLESUMS	GRIFFIN	7.99	6.45	
STAS2	TASWORD TWO	TASMAN	13.90	10.75	
STECTE	TECHNICIAN TED	HEWSON	5.95	4.60	
HTELEV	TELEVISION (SINCLAIR POCKET)	SINCLAIR	99.95	94.95	
TILER	TILER	INTERCEPTOR	5.50	4.70	
TIME	TIME	STELL	6.95	5.25	
TIMEG	TIMEGATE	QUICKSILVA	6.95	5.55	3.45
TNN	TIR NA NOG	GARGOYLE GAMES	9.95	8.45	
TITAN	TITANIC	R & R	7.95	6.75	
TLL	TORNADO LOW LEVEL	VORTEX	5.95	4.50	
TODSP	TOWER OF DESPAIR	GAMES WORKSHOP	7.95	6.75	
TRASH	TRASHMAN	NEW GENERATION	5.95	4.45	
TWTSP	TRAVEL WITH TRASHMAN	NEW GENERATION	5.95	4.95	
TKVSP	TWIN KINGDON VALLEY	BUG-BYTE	9.50	7.60	
UNDER	UNDERWURLDE	ULTIMATE	9.95	8.45	
URBUP	URBAN UPSTART	RICHARD SHEP.	6.50	5.55	
VALHA	VALHALLA	LEGEND	14.95	12.95	11.00
VALSP	VALKYRE 17	RAM JAM CORP	9.95	8.45	
WHEEL	WHEELIE	MICROSPHERE	5.95	4.45	
WWH	WILD WEST HERO	TIMESCAPE	5.95	4.45	1.95
SWITCA	WITCH'S CAULDRON	MIKRO GEN	5.95	4.60	
SWIZLA	WIZARDS LAIR	BUBBLEBUS	6.99	5.40	
WORPR	WORD PROCESSOR	QUICKSILVA	5.95	4.95	2.95
WORDG	WORDGAMES	GRIFFIN	7.99	6.45	
WORDS	WORDSPELL	GRIFFIN	7.99	6.45	
WCF	WORLD CUP FOOTBALL	ARTIC	6.95	5.55	
WORSE	WORSE THINGS HAPPEN AT SEA	SILVERSOFT	5.95	4.75	
SZAXXO	ZAXXON	SEGA	7.95	6.65	
ZIPZA	ZIP ZAP	IMAGINE	5.50	4.15	1.95
ZOMZO	ZOMBIE ZOMBIE	QUICKSILVA	6.95	5.90	



## Technician Ted



Machine:  
Spectrum 48k  
Joystick:  
Kempston  
Cursor,  
Interface II  
Category:  
Arcade/Adventure  
Publisher:  
Hewson  
Consultants

Price: £5.95

At first sight this game looks very similar to "Jet Set Willy" and "Manic Miner", indeed it is a multi-level platform game in which you control a small animated man that you guide around different rooms, each with its own puzzles to solve.



"Technician Ted" however, has a completely different storyline, settings, puzzles and animation. As Technician Ted you have

been set 27 daily tasks to complete before 5.30, by the Big Boss. But he hasn't told you what the tasks are or where to find them. Undaunted, and with the few clues that a mate gave him, Technician Ted enters the factory gates at 8.30. There are 50 different rooms to explore, and in every room there are deadly traps.

Many people are going to draw a comparison between "Technician Ted" and "Jet Set Willy", but "Jet Set Willy" is over a year old, and "Technician Ted" with its colourful and detailed graphics, smooth action and excellent music is likely to become the platform game of 1985.

Ratings: /10

Graphics: 7  
Sound: 5  
Colour: 7

Originality: 4  
Interest: 8  
Order code: STECTE

## TELEPHONE ORDER SERVICE

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3. State whether you want first or second class postage.
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## GH-STBUSTERS™



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Activision

Price: £9.95

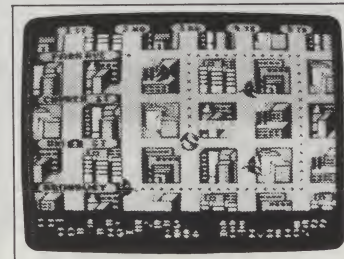
The smash-hit film and theme tune combined to make an outstanding game. A city is being severely spooked by some rather freaky phantoms. To deal with this problem you must set a Ghostbuster franchise. After having been lent \$10,000 by the bank you are given a choice of three Ghostbusting vehicles. You can buy a "Compact" at \$2,000, a hearse at \$4,000, a station wagon at \$6,000, or a high performance car at \$15,000. Each different car has a different performance and can carry only a certain amount of Ghostbusting equipment that you must choose next. The next three screens are concerned with your choice of monitoring, capture and storage equipment. The monitoring equipment consists of a "PK energy detector", "image intensifier" and "marshmallow sensor".

These all help you capture the ghosts (known as Slimers) by making them easier to see, warning of approaching ghosts etc. The capture equipment is the most important and here is where you will

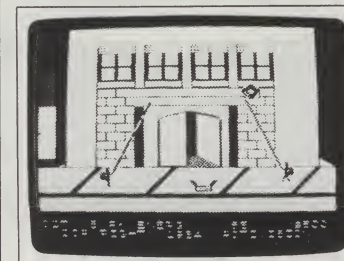


probably spend most of your remaining money. There is a ghost vacuum, for sucking up roaming ghosts, ghost traps, for actually trapping them (these are most important), and ghost bait for attracting any stray slimers. The storage equipment consists of a very expensive portable

laser confinement system that stores up to 20 captured ghosts. You are now equipped for ghost busting. On the map screen you see a map of



the city, showing all the buildings, ghosts etc. around. Buildings that are flashing red are being haunted. Take your car to one of these, press fire and you then see the street journey from your last position to your present location. You drive your car along the road sucking up ghosts with the ghost vacuum. Once at the building you get out of your vehicle and place a trap in the centre of the screen.



Then you call out a fellow Ghostbuster and, standing on opposing sides of the screen, turn on your backpacks. From them comes an energy stream that you must use to chase the Slimer into the trap. If you succeed, carry the trap back to the car and you're off to another tricky Ghostbusting screen. Originally brought out for the Commodore 64, part of this game's appeal was the excellent soundtrack. Unfortunately on the Spectrum the sound is a lot weaker and this does detract from the enjoyment as the game is quite weak on content.

Ratings:

Graphics: 7  
Sound: 7  
Colour: 8

Originality: 9  
Interest: 8  
Order code: SGHOST



## Hyperaction



**Machine:**  
Spectrum 48k  
**Joystick:**  
Kempston  
Sinclair  
Cursor  
**Category:**  
Arcade  
**Publisher:**  
Silversoft

**Price:** £5.95

A fast all action arcade game. You are an ant trapped in a series of randomly generated mazes. In each maze you face a different enemy. Your only defence is your quick wits. You can block the path of your enemies by arranging blocks in front of them. Your aim is to collect all of the objects that are in the maze and then to make your way to the flashing block in the centre of the screen to reach the next level. The best way to defeat your enemies is to arrange the blocks so that they are trapped. However, there is a time limit and if you run out of time you lose a life. Hyperaction is a frustratingly addictive arcade game with superb graphics and colour. It is excellent value for money as it will provide many hours of enjoyment.

### Ratings:

Graphics: 8	Originality: 7
Sound: 7	Interest: 8
Colour: 10	Order code: SHYPER

## Bristles



**Machine:**  
48k  
**Joystick:**  
Kempston  
**Category:**  
Arcade  
**Publisher:**  
Statesoft

**Price:** £7.95

This is the latest painter type game for the Spectrum. Will you be able to paint all the rooms in the building, whilst avoiding the various hazards? These include the Smart Bucket Chucker, Steam Pipes, Dumb Buckets, Flying Half-Pints and Brenda, the Caretakers daughter. There are eight different buildings to paint, in each of the six skill

levels. Each of the floors, apart from the basement which has stairs, can be reached by using the lifts. For every building you complete within the time limit, you will be given a few words to write down. Complete the game and the words that you have received will form a message. Although the game has plenty of content and is both fast and difficult to play, the graphics are disappointing. A novel feature allows you to select either girl or boy painters.

### Ratings:

Graphics: 5	Originality: 6
Sound: 7	Interest: 6
Colour: 7	Order code: SBRIST

## Mini-Office



**Machine:**  
48k  
**Joystick:**  
No  
**Category:**  
Business  
**Publisher:**  
Database

**Price:** £5.95

A suite of four programs, originally developed as a low cost introduction to business software which, when finally completed, surpassed the company's original plan. The package consists of a **WORD PROCESSOR**, which is of the menu driven type and apart from the standard features of writing, editing and manipulating the text, it has some unusual options such as: Double Sizr Characters, An alternative Character Set and the facility to determine you own typing speed. Unfortunately, it only operates with a 32 column printer—such as the Alphacom 32. This rather limits its practical application, but this program still provides a stepping stone to more complex and/or more expensive programs. A **DATABASE**, which is capable of holding up to twelve fields of either Numeric or String information. You can search for a record in any field (Numeric or String), Amend, Delete and list it, replace any

information stored in a field without having to go through all the records yourself and also Sort your records into Alphabetical or Numerical order.

A **SPREADSHEET**, which allows you to select up to twenty columns and thirty rows, in which you can place numbers, labels and mathematical formulae, enabling you to keep track of and forecast your income and expenditure. The **GRAPHICS** program, which is used in conjunction with the Spreadsheet program, will produce either a Pie Chart, Graph, or a Histogram. Overall, the package offers excellent value for money, and while not powerful enough for small businesses, it will prove more than adequate for the general user.

Also supplied on the cassette are sample files for the Database and Spreadsheet programs. Even if you are new to these kind of programs, the cassette-sized thirty two page, step by step manual, will guide you with ease through them all.

Order code: SMINOF

## Brian Bloodaxe



**Machine:**  
48k  
**Joystick:**  
Kempston  
**Category:**  
Arcade  
**Publisher:**  
The Edge

**Price:** £7.95

Yet another platform game, featuring over one hundred screens and more than three hundred foes, weapons and surprises. Will you, as Brian Bloodaxe, conqueror of the Brits, be able to get the Crown Jewels and sit on the Throne? Throughout your quest there are items that Brian can pick up and use, but it's up to you to discover what these items do! Due to an old war-wound, Brian can only carry three things at one time. But the game does not end there and first person to solve the complete quest will win a prize.

This is one of the best games so far to come from The Edge. It has been well designed and features some very large animated graphics though some of them do flicker very slightly. The sound is first class, including an excellent tune.

A good development from normal platform games and without doubt worth adding to your collection.

### Ratings:

Graphics: 9	Originality: 70
Sound: 9	Interest: 9
Colour: 8	Order code: SBRIBL



This was to have been a review of Doomdark's Revenge, but when we loaded the tape (marked Doomdark's Revenge) what should come up but Psytron! Excellent though this product is, it wasn't quite what we wanted. Last time this happened we got 'Raiders of the Lost Ark' instead of 'Lords of Midnight'. Come on Beyond—get your copiers sorted out. (P.S. If you want to buy Doomdark it's in the Price List.)

## Booty



**Machine:**  
48k  
**Joystick:**  
Kempston  
**Interface:**  
2  
**Cursor:**  
**Category:**  
Arcade/Adventure  
**Publisher:**  
Firebird Software

**Price:** £2.50

This is certainly Firebird's flagship in its budget range. You play the part of Jim the cabin boy in this multi-level platform type game. Collect all the items strewn around the ship, whilst avoiding being killed by Ghost Pirates, Trap Doors, Rats, Nasty Pecking Parrots and Booby-Trapped Treasure. All the graphics are large, well drawn and animated and there are no attribute problems. Detail is also excellent, the sea slopping past the portholes, for instance. Without doubt this is one of the best Spectrum budget games available today.

### Ratings:

Graphics: 9	Originality: 80
Sound: 8	Interest: 9
Colour: 9	Order code: SBOOTY



## Blue Max



Machine:  
48k  
Joystick:  
Kempston  
AGF,  
Protek  
Interface 2  
Category:  
Arcade  
Publisher:  
Synsoft  
(U.S. Gold)

Price: £7.95

Take off into the sky, in this world War One dogfight game.

Your mission is to destroy as many enemy targets as possible—these include, Bridges, Buildings, Tanks, Anti-Aircraft Batteries, Vehicles and ships. You must also destroy the various flashing targets in order to gain entry to the next level. To be successful you must make a final assault on three specially marked targets within the enemy's city. Anti-Aircraft fire and enemy planes will try to prevent you from completing your mission. The game, being a mixture of arcade and flight simulation, requires you to keep track of your Altitude, Speed, Fuel and Damage Display.

The graphics scroll diagonally across the screen and though they are fairly small and basic, the game does play quite well.

The sound, as with so many games nowadays, has been limited to just a few poor spot effects.

Ratings:  
Graphics: 6  
Sound: 3  
Colour: 6  
Originality: 8  
Interest: 7  
Order code: SBLUMA

## Lazy Jones



Machine:  
48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Terminal Software

Price: £6.95

This is the first good arcade game for the Spectrum to come from Terminal Software.

You control a character called Lazy Jones, who works in a small hotel as a cleaner. In the hotel are eighteen rooms, on three

floors, connected by a lift. Most of the rooms have their own computer game which you, as Jones, take every opportunity to play instead of cleaning them. Occasionally you can hide in the Broom Cupboard or Toilet, to avoid being caught by your irate manager, or the ghost of the previous manager. You must also avoid running into your cleaning trolley and having a heart attack caused by the thought of doing any work. Within Lazy Jones, there are eighteen smaller games, all of which are fun to play and the graphics and sound are generally good.

My only quibble is that on some of the smaller games it is not quite apparent what you should be doing!

Ratings:  
Graphics: 8  
Sound: 7  
Colour: 8  
Originality: 9  
Interest: 8  
Order code: SLAZJO

## Lode Runner



Machine:  
Spectrum 48k  
Joystick:  
Kempston  
Sinclair  
Cursor  
Category:  
Arcade  
Publisher:  
Software Projects

Price: £9.95

An excellent game that deserves to be as popular as its predecessor "Jet Set Willy". Clearly defined graphics, 150 different screens, and the option to re-design or create totally new screens are only a few of the facilities included in this program. It is an outstandingly well designed game that you will find great fun to play.

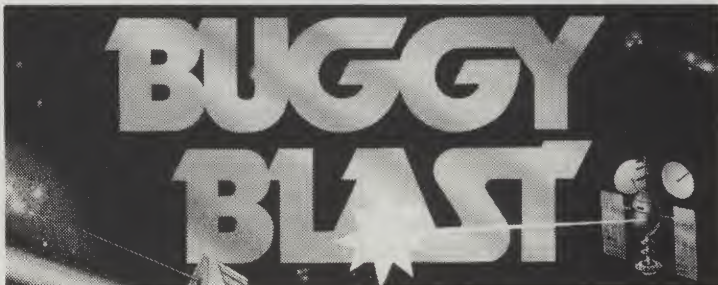
You are a Galactic Commando deep in enemy territory. The enemy have stolen a fortune in gold from peace loving people. You have discovered their secret underground treasury. Your task is to recover all the gold.

The scenario in the treasury consists of many different floor levels, ladders, ropes, trap doors, crossbars, gold chests and enemies. You appear as a rather small, but perfectly animated man who desperately runs,

jumps, climbs and swings to avoid the enemy guards and to reach the gold bars. You can also drill holes through floors and barriers to trap or escape from the guards. Lode Runner is almost completely user-defineable and an unlimited amount of extra totally original screens

can be produced. You can play on any of the screens that you want to, in any order at all. An outstanding arcade game, highly recommended.

Ratings:  
Graphics: 9  
Sound: 6  
Colour: 9  
Originality: 9  
Interest: 8  
Order code: SLODRU

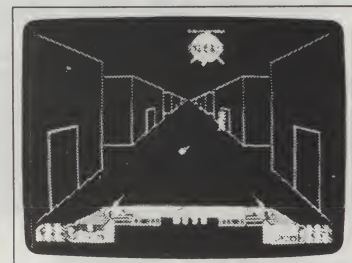


Machine:  
Spectrum 48k  
Joystick:  
No  
Category:  
Arcade  
Publisher:  
Firebird

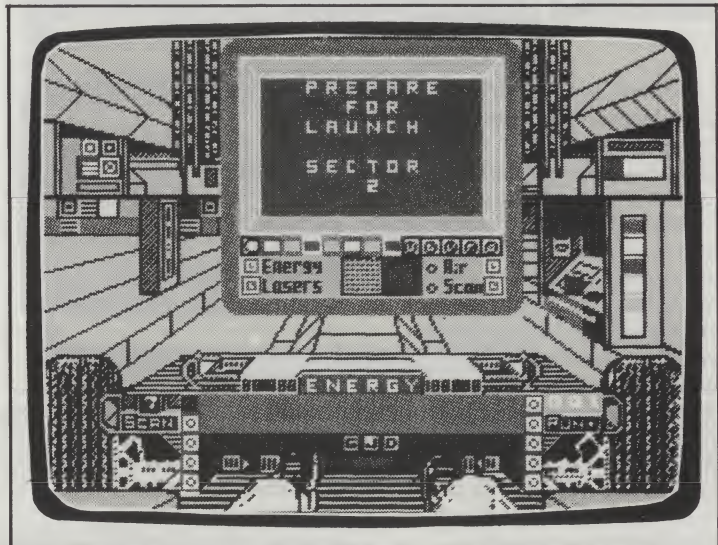
Price: £5.95

A fast action arcade game with very impressive 3D graphics and outstanding sound. You pilot a buggy equipped with xion phasers and lasers. After an impressive 3D launch from the mother ship you head for the Lurgon corridors. These are 3D tunnels along which Lurgons (defective robots intent on killing all organic life) stand guard. If you manage to destroy 20 of these you will cause a power reversal and destroy the whole complex. This, is no easy matter as there are many weapons and defence systems to overcome. Helibombs (hovering bombs

that look like helicopters) and orbital saucers and doomships (large flying saucers—very dangerous, radiation storms, and argon magnets all have to be survived. Thankfully you are assisted by a range of instruments at the bottom of the screen which tell you of approaching dangers, your current status and the energy that you have left. If this runs out you must return to dock with the mother ship, to refuel. There are 8 fast and hard levels in this excellent 3D arcade game.

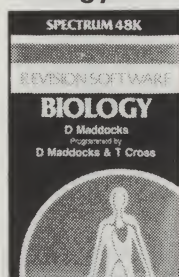


Ratings:  
Graphics: 8  
Sound: 9  
Colour: 8  
Originality: 8  
Interest: 9  
Order code: SBUGBL





## Biology



Machine: 48k  
Joystick:  
Category:  
Educational  
Publisher:  
Collins Revision  
Software

Price: £8.95

This package is suitable for 'O' Level, CSE and O Grade students but offers valuable revision for 'A' Level candidates also. The pack is well presented and consists of a cassette, containing eight programs, and an informative 'basic facts' booklet giving short notes on many varied topics. The first program is a small tester which asks short questions about topics dealt with in more detail in the later programs. A good feature of this particular package is the inclusion of diagrams. There are three programs dealing with diagram revision, and each program includes four important diagrams. These diagrams flash with question marks and the user is invited to key in the first two or three characters of the specified part. This

novel feature usually compensates for mis-typing. The program also distinguishes between differences in part names (ie stapes and stirrup). The second side of the tape contains three, very standard, educational quiz programs except that they offer multiple choice or true/false questions. There is a wide variety of topics and the data for the questions is randomised, so that each time the test is run the questions may not necessarily be the same. The suite of programs is finished off with two attempts at a game, supposedly to keep the interest of bored biology students, but they do not come up to the standard of the rest of the package. The game is 'loosely' based on darts and the object is to beat the computer, although when I played the game the computer did not appear to participate. The games program also 'crashed' several times. In fact the package is good value for money and the standard of the two games does not spoil the overall effect.

Order code: SBI0LO

## Formula One Simulator

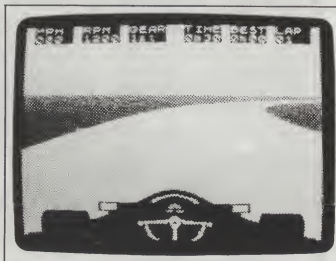


Machine: 48k  
Joystick:  
Kempston,  
Sinclair, Cursor  
Category:  
Simulation  
Publisher:  
Mastertronic

Price: £1.99

Formula One is a driving simulator that is well worth its low price. When it has loaded you are asked to set up the race conditions. Firstly you must choose one of the ten tracks which are all modelled on the world's most famous and challenging circuits. Next you have to choose between automatic or manual gearchange, and whether you want to race in wet or dry conditions. Just before the race starts you need to decide whether to compete or to practice.

The screen display is clear and uncluttered. At the top of the screen there are six small boxes, each of which tells you a race detail: speed, rpm, the gear that the car is in, your time, the best lap time, and the number of laps that you have done. The front end of your Formula One car is drawn at the bottom of the screen.



This includes wheels and a steering that comes complete with attached hands and arms, none of which move. The white track takes up about the bottom two-thirds of the screen, with a clear blue sky

taking up the rest. There are no mountains, clouds or motorway restaurants on the horizon, no advertising boards at the side of the road, all of which contribute to the overall neatness of the screen. After one successful lap of the track, you then qualify, and you race against other cars.

"Formula One Simulator" incorporates all the basic features of a racing simulation, in a well thought out and imaginative game. Highly recommended, outstanding value for money.

Ratings: /10

Graphics: 7

Sound: 3

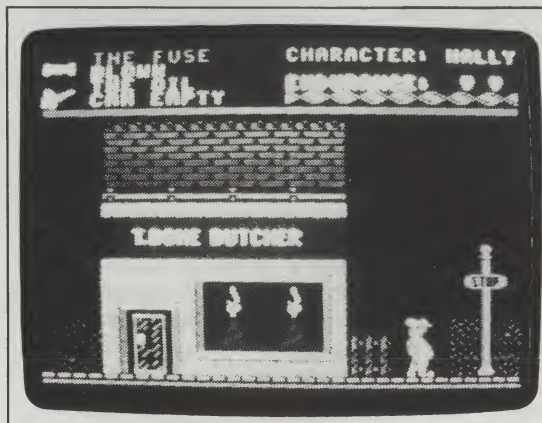
Colour: 7

Originality: 5

Interest: 7

Order code: SFORM1

## Everyone's a Wally



Machine: 48k  
Joystick:  
Kempston,  
Sinclair 2  
Category:  
Arcade/  
Adventure  
Publisher:  
Mikro-Gen

Price: £9.95

A great, new and unique feature in game playing – not only do you control Wally, the main character of the game, you can also control anyone of his family or friends from the moment that they walk onto the screen. Each other character has his/her own individual skills, and as Wally can't do everything, you can switch to another character to get a job done. For instance if you choose Tom the Punk you will be a good mechanic, or if you choose Harry the Hippy, you will find that, when not suffering withdrawal symptoms, he is a pretty good electrician. The game starts with the whole cast (Wally, family and friends) in the town square by the fountain. Collectively they form a crooked gang whose object in the game is to open the safe in the bank, in order to pay their wages. As you make your way through the adventure your wages will increase, you will receive more tea breaks and this is a measure of your progress. Each member of the gang can carry two objects. Objects are picked up by walking over them. The gang has a list of jobs to complete during the day, including things like mending the fountain or building a wall. Some jobs are dependent on others

being completed first. As the gang does its day's work it must find parts of the combination of the safe, which have been scattered all over the town. When they find part of the combination they have to take it to the safe and put it in the correct order. The scenery as in Mikro-Gen's previous games is well drawn and in clear bright colours. In many of the rooms there are



particularly fiendish puzzles. In some of the rooms there are arcade style games, in these rooms you can adopt a different control, the alternate pressing of keys as in decathlon type games, to make Wally move faster. This is a totally innovative game that gets full marks for originality, it is also imaginative and great fun to play – altogether another smash-hit game for Mikro-Gen.

Ratings: /10

Graphics: 9

Sound: 8

Colour: 9

Originality: 10

Interest: 9

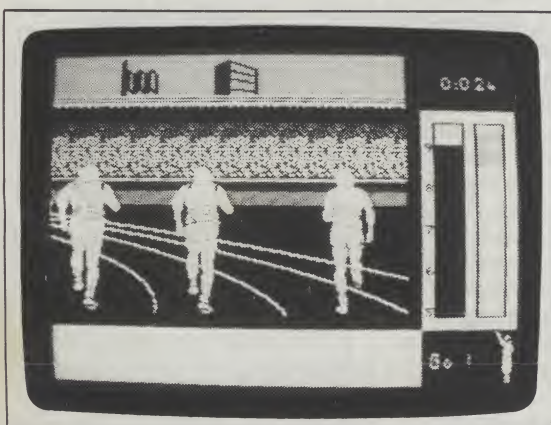
Order code: SEAW





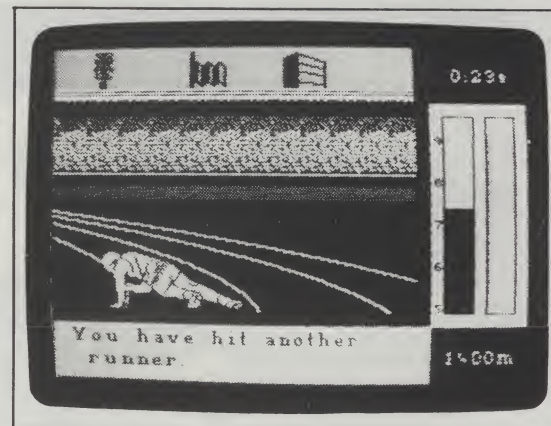
You have probably seen, if not bought, "Daley Thompson's Decathlon" or other similar games, that are all versions of the arcade hit "Track and Field". "Run For Gold" falls into the same category as these games, as it involves the player in competing in the Olympics, but the similarity ends there. In "Run For Gold", instead of seeing the runner from the side, as in previous games, you see the runners from behind. Imagine that you are running a couple of feet behind the pack at an Olympic race . . . this is exactly the view we are given. This makes for a much better 3D effect than the other sports simulations. You see the backs of the runners, the red track, and the stadium, filled with people. The program only offers the chance to compete in one sport—running, but you can compete in the 400m,

800, and the 1500m. You can play each event at one of two levels. In level one the computer will keep your runner in the lane, and he will only change lanes if you press left or right. In level two, the runner does not automatically stay in his lane and you must constantly press left or right to avoid disqualifications. You will also be disqualified for 2 false starts and for running off the track. In the top right hand corner of the screen a digital clock records the runner's time, in the bottom right hand corner the distance left is displayed. In between the clock and distance display there are the pace and energy indicators. As the runner's pace increases his energy level will decrease as he tires. Below a certain energy level the computer forces your runner to slow down. The display, although showing excellent 3D effects, can make it



*The starter's gun fires and you're off! Don't try to beat the gun—you won't get away with it.*

*Now you've hit another runner and you're down. Never mind—there's always the next race.*



hard to see who is actually in the lead. By pressing 'E' during the race the screen will display a side-on view of the track, showing relative positions and the name of the current leader. Your runner is indicated by a small arrow. pressing 'E' again takes you back to the normal display. An unusual but very effective way of recreating the Olympic running events. With local meets, then to heats, then to Crystal Palace, then to the European Championships and finally to the Olympics,

this game makes up for the lack of other events by covering the running events in full detail.

**Ratings:**

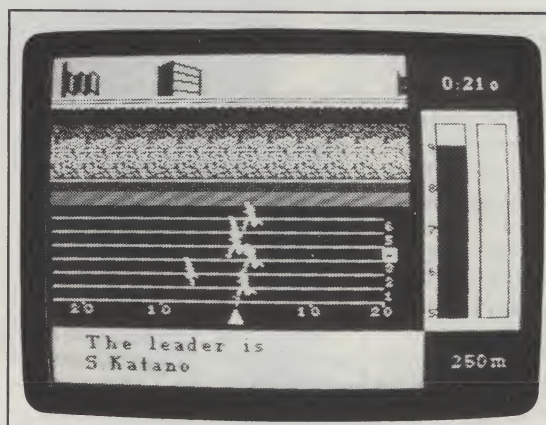
Graphics: 8  
Sound: 4  
Colour: 8

Originality: 7  
Interest: 8  
Order code: SRFG

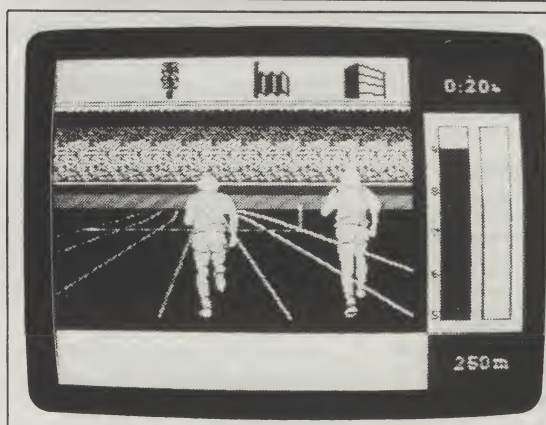


**Machine:**  
48k  
**Joystick:**  
Kempston  
Sinclair 2  
**Category:**  
Sports Simulation  
**Publisher:**  
Hill MacGibbon

**Price: £7.95**



*The view from behind can be misleading. To see how you're doing just press 'E' at any time for this sideways view.*



*At last, the finish is in sight. You'll make it to the Olympics yet!*

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# AIRWOLF



Machine: 48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Elite Systems

Price: £6.95

This is yet another of those titles riding on the back of a popular television series, yet as far as the game goes it's just another shoot-em-up (albeit a good one) using a helicopter.

As Stringfellow Hawke you have to fly the billion dollar helicopter 'Airwolf' on a rescue mission to save five scientists held in a base deep below the Arizona desert. After taking off from base you're immediately faced with a wall of boxes that you've to shoot down. The only snag is that unless you make a big enough gap to get through within ten seconds the wall just rebuilds itself and you start all over again. Expect to spend a good ten minutes learning how to blast this wall.

Next comes another wall, this time blocking the hole to the underground cavern and the same rules apply – ten seconds is all you get and this one's harder because its horizontal and you have to fly back and forth straffing it.

Once underground, you drop down into a cavern where for the first time

you're being attacked – by deadly ray guns. Don't give up yet though, there's another eight screens to go! This game is impossible, ridiculous, but so very addictive.

Airwolf is a colourful, fast moving and addictive game. The graphics are



excellent, the scrolling is ultra smooth and it's not the sort of game you're going to finish too easily. In fact, we think very few people will get to the end, so here's an offer you can't refuse. If you manage to rescue all five scientists, write and tell us how you did it and we'll refund the cost of the game (Please quote your invoice number when claiming).

*Offer ends 30th April 1985.*

Ratings: /10

Graphics: 8  
Sound: 7  
Colour: 8

Originality: 6

Interest: 8

Order code: SAIRWO

stopping you. A highly colourful and entertaining game, with good detailed graphics, that are well animated. Sound has been well used and presentation is excellent.

An absolute must for everyone's collection.

Ratings:

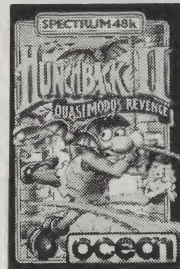
Graphics: 10  
Sound: 8  
Colour: 10

Originality: 10

Interest: 9

Order code: SMII

## Hunchback 2

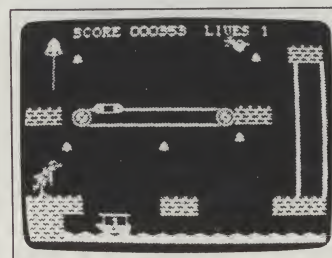


Price: £6.90

Machine: 48k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Ocean

Hunchback 2 bears little resemblance graphically or otherwise to its predecessor, except that once again Quasimodo is on his mission to rescue the imprisoned Esmeralda.

There are 7 screens for you to work through. Each screen looks quite simple, but on playing, you will find out that it's a lot harder than it looks, requiring good timing and a lot of practice. In each screen you must collect all the bells to move onto the next stage. On the first screen there are three well spaced platforms which have small bells in them. Quasimodo can pick up these bells by walking



over them. To move from platform to platform Quasimodo must grab one of the ropes that are going up and down at either side of the screen. Arrows and fireballs fire across the screen, which Quasimodo has to jump to survive. The next five screens are similar, with many more varied flying obstacles for Quasi to avoid. The seventh and final screen is set in the castle bell tower, where our hero has to avoid the bells and

bell ropes that are constantly moving up and down. If you manage to rescue Esmeralda the game returns to the beginning, becoming even harder. Hunchback 2 surpasses its predecessor with flying, or rather swinging colours.

The graphics are large and well drawn, the colour and sound very good.

Hunchback 2 is a game that will keep you occupied a long time. Well worth the money, a game that no Hunchback fan should be without.

Ratings: /10

Graphics: 7  
Sound: 7  
Colour: 7

Originality: 8

Interest: 7

Order code: SHUN2

## Zaxxon



Machine:  
ZX Spectrum  
48k  
Joystick:  
Kempston,  
Sinclair  
Category:  
Arcade  
Publisher:  
Sega/U.S. Gold

Price: £7.95

You are at the controls of a space fighter, and your mission is to destroy the deadly Zaxxon robot. Before you can do this you must penetrate the heavily armed enemy Asteroid City. Your aim is to knock out as many radar towers, gun shipments and fuel dumps as possible... the better your score is here, the easier the next stage *Deep Space* will be.

Having negotiated the perilous Asteroid City, you will find yourself in *Deep Space*. Here you encounter the enemy fighters that survived the earlier battle as well as enemy tracking satellites.

If you manage to survive *Deep Space* then you will find yourself in another asteroid city... but this time defended by the Zaxxon robot who is armed with heat seeking missiles. Only 3 direct hits will destroy the robot... will you succeed to go onto another even harder mission?

The 3D graphics and smooth screen scrolling are stunning. A good rendering of the classic arcade game.

Ratings: /10

Graphics: 7  
Sound: 6  
Colour: 8

Originality: 5

Interest: 7

Order code: SZAXXO

## Monty is Innocent



Machine:  
48k  
Joystick:  
Kempston  
Interface 2  
Category:  
Arcade/Adventure  
Publisher:  
Gremlin Graphics

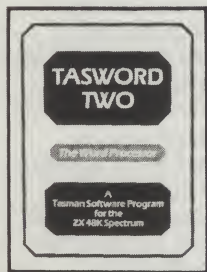
Price: £6.95

Monty Mole, (the star of Gremlin's first Spectrum game), has been imprisoned for five years, for doing nothing more than

borrowing a bucket of coal. Luckily, his best friend the mysterious masked rodent, Sam Stoat, is determined to set Monty free. Help Sam to collect a key from the Governor's office, which will enable him to open a cell door. There are eight keys and eight cell doors to try – in one, Monty awaits your rescue. But things are not that easy, there are Policemen, Skeletons, Mad Axemen and a whole nest of other nasties hell-bent on



## Tasword Two



Machine: 48k  
Joystick:  
Category:  
Utility  
Publisher:  
Tasman

Price: £13.90

Tasword Two is a comprehensive word-processing package for the 48k Spectrum complete with full user-documentation and details of how to adapt the program to use different printers.

The package incorporates all the major facilities to be expected from a word-processor, word-wrapping, justification, find/replace etc.

With the exception of the ENTER key one of the shift keys must be held down to perform a specific function, but 'help' pages are available so this is not a problem. The program is easy to operate and would be ideal for a home business or just for writing letters.

The screen display is neat, with 64 columns and an information window at the bottom of the screen. The defined characters, therefore, are non-standard and can sometimes be difficult to read. Two display modes are offered, 32 column format and 64 column format. In the 32 column format the screen can be scrolled four ways to enable all the text to be read. Our only criticism is that saving and loading of large text files onto tape takes rather a long time but this is more a fault of the Spectrum than Tasword Two.

Files can be 'merged' onto the end of a file already present in tasword and paragraphs can be moved about within a text by the use of markers. The maximum length of a file is 320 lines but this is not at all restricting.

Order code: STAS2

## NEXT ISSUE

The next issue of Mr. Software Spectrum Club magazine will be published on Wednesday 29th May.

When it comes to reviewing home computer software you can be sure of one thing – unless the title's an undoubted smash hit or a total flop then you're bound to read some fairly contradictory opinions about it. We've been looking through some recently published reviews that emphasise this point. Take the 'Great Space Race' from *Legend* for instance. If you ignore



The Great Space Race or the Great Down to Earth Hype?

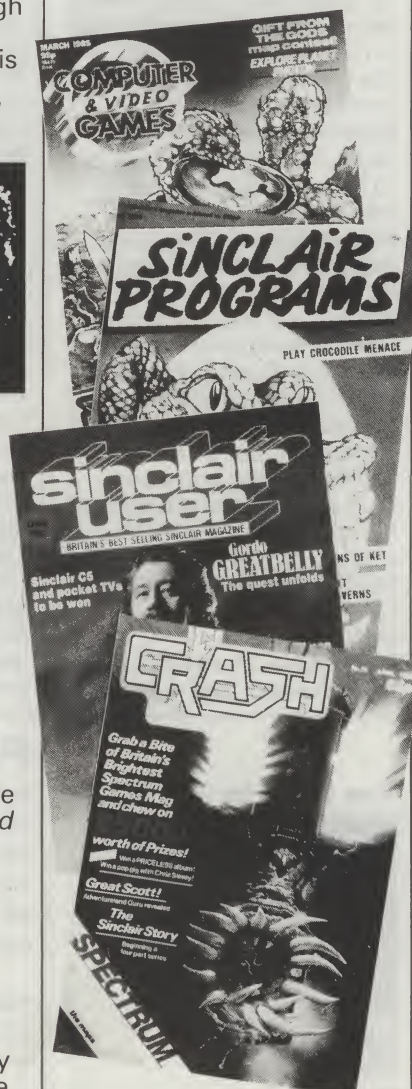
the *Daily Mail* who obviously hadn't looked at it when they gave a rave review, the specialist computer magazines were unanimous in voting this a gigantic flop – which just goes to show that you shouldn't believe everything you read in the newspapers!

At the other end of the scale 'Buggy Blast' from *Firebird* received eight out of ten from 'Personal Computer Games' and *Crash* voted it a 'Crash Smash'.

A typical game that falls in neither camp is 'Airwolf' from *Elite*. *Sinclair User* gave this game a 'Gilbert Factor' of 3 – which is really low – summing up with the comment '... this sheep in Airwolf's clothing is best avoided.' By contrast, *Computer and Video Games* rated it 8 out of 10 for graphics, value and playability, and *Crash* came up with an overall rating of 90%, praise indeed from a very critical magazine.

The main problem is that the game is very hard to get into, requiring the dedication of a true arcade professional with a super strong finger on the firing button. If you haven't a joystick then in the opinion of *Crash* this won't matter as '... the keyboard is very responsive and well laid out for left or right hands' ... whereas *Sinclair User* say 'a joystick is well advised as

## WHAT THE PAPERS SAY



all five keys would require simultaneous operation ... Take your pick! Like *Airwolf*, *Ghostbusters* has gained mixed reaction – and we can't help thinking this is because everyone's been spoiled by seeing it on the Commodore first. A feature of the game on that machine is the soundtrack and this isn't a feature on the Spectrum version. The other drawback is the high price causing *Crash* to rate it just 31% value for money, bringing the overall rating to 60%. John Gilbert of *Sinclair User* says it's '... not much to shout about ...' then rates it 7 out of 10 overall. *Crash* have nothing but praise for *Matchday* and

comments like "... puts all other Spectrum football games in the shade ..." and "... this one has the best graphics, playability and atmosphere ..." are littered throughout the reviews (and justifiably so we think). *Sinclair User's* Clare Edgeley is less enthusiastic rating it only 6 out of 10, but then how can you expect a girl to get excited about football! She actually concludes by saying "It would be impossible to capture the atmosphere of football on a computer ..." – words of wisdom indeed.

*Crash's* main criticism of Hill-McGibbons 'Run For Gold' is the high price (which they mis-quote as £9.95). One reviewer says "This definitely has to be the most realistic looking running game ever for the Spectrum. The graphics are huge, beautifully animated and the background effect works very well ... it is rather steeply priced though which may not appeal to many who would otherwise love it." In fact the magazine is probably confusing the price with 'Rally Driver', another excellent title from Hill McGibbon which does retail at £9.95. In fact, 'Run for Gold' retails at £7.95.

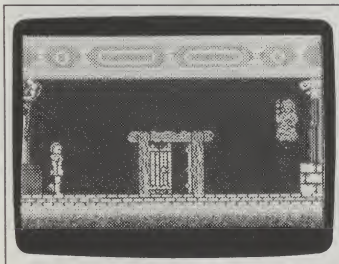
Price confusion crops up again in the varied coverage of *Ocean's* 'Gift From the Gods.' *Sinclair User* lead us to believe it's the same as most other *Ocean* titles at £6.90 while *Computer & Video Games* and *Crash* have it correctly stated at £9.95. Even at £6.90, *Sinclair User* don't rate this game highly saying it's "short on events" and "long in technical merit, short on excitement." By contrast, *CVG* give it 9 out of 10 on three counts and rate it "a brilliant bit of software," and *Crash* come up with an overall 84% and comments like "I haven't seen a game like *Gift from the Gods* before" and "*Gift from the Gods* is without doubt the best game that has ever come out with Imagine connected somewhere to it."

As we said, everyone has their own ideas about what makes a 'good' game.



**Gift From The Gods-***Continued from front page*

mother. The plot and its characters, is very involved, and runs more like an episode of Dallas than a computer game. In short, to restore his kingdom



Orestes must venture to the trial beneath the palace, where he has to find his imprisoned sister, Electra. Below the palace is a labyrinth of inter-connecting chambers. Hidden in sixteen rooms of this labyrinth are objects known as Eulicidian shapes. six of these objects, when put in the Guardian's chamber, will reveal the exit and success. On his side Orestes has the Gods, who have given him gifts to help him—hence the title. Against him there are Demi-Gods, who create monstrous illusionary creatures that Orestes must fight against. To make matters worse, Orestes' evil mother is floating around the labyrinth, trying to hinder his way. Each room takes up a whole screen display, and Orestes is a large, well drawn character. One feature that is especially noteworthy, is the intelligent joystick. Orestes has the power to fly in eight different directions take-off, land, run, walk or turn round. to fight monsters he can stab or "scythe" with his sword. All these features are available by just using one joystick. In every situation the computer knows what the hero is doing, and so provides the right action. "Gift From The Gods" is a game with a complex background story, that you should find hard to complete. The graphics and colour are generally excellent. A game well worthy of recommendation.

**Ratings:**

Graphics: 9  
Sound: 8  
Colour: 8

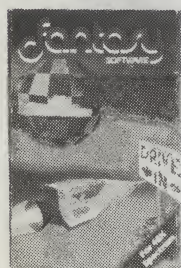
Originality: 9  
Interest: 8  
Order code: SGFTG

**Reviewer's Choice**

If you were to believe the newspapers you'd think the home computer market was dying on its feet, yet if the products I've looked at over the last few weeks are anything to go by I would say its quite the contrary! There are some brilliant new titles on the market covering the games, educational and business market. Dealing quickly with the latter, I thought *Mini-Office* to be an excellent package and fantastic value for money, though the more expensive *Tasword Two* is far superior for straight-forward word processing. I look forward to reviewing the other Tasman Products. I'm not a fan of platform games, but I still got some enjoyment out of *Technician Ted* and, being someone who likes a different theme I found *Ghostbusters* a change even if not becoming totally addicted to it. Would I shell out £9.95 – to be honest no! In the pure 'Shoot em up' theme I really enjoyed *3D*

*Starstrike* – the smooth graphics really make you feel involved to the point of ducking to avoid low flying obstacles! Much the same goes for *'Buggy Blast'*, where the opening scene is enough to get the adrenalin going and as for lift off – phew! My favourite in this grade must be *Airwolf* though – it's desperately frustrating, but there's no doubt it gets easier with practice. I found the best results came with me using some controls, while my brother worked the others – this way we got through the first screen in around 30 seconds whereas it had taken me twenty minutes first time out single-handed. Sports simulations seem to have developed into a category all of their own and in this category I found *Match Day* great fun to play. When I first saw 'International Soccer' on the Commodore 64 I thought it one of the greatest computer games ever (remember that was

18 months ago), and I think *Match Day* is even better. I particularly like the way you can control the goalkeeper and the smooth 'panning' action as you watch the game, almost as though you're looking through a TV camera. Following the success of *Chequered Flag*, which I still enjoy from time to time, I've looked at *Pole Position* – which I just don't think has worked on the Spectrum – yet *Formula 1* from Mastertronic is excellent fun and what fantastic value at only £1.99. *Rally Driver* might sound just like the others but this not only taxes your car control skills but gives the added interest of having somewhere to go, a time to get there in and hazards on the way such as a cow in the road! Never mind, a sharp blast on the horn and he's away. If anything, there's a bit much to do single-handed and a friend to navigate is most welcome. I think it's a bit expensive at £9.95 and a more realistic price might have got this one into the charts.

**The Drive In****Price:** £5.50

This is the next game in the series that includes the excellent "Pyramid" and "Doomsday Castle". However, "The Drive In" does not continue this high-standard. It is a good game, but is neither original or outstanding in any way. However, it has been included for two reasons. Firstly it continues the storyline from Pyramid and Doomsday Castle, and secondly if you haven't already got an arcade/adventure maze game then the low price of this game makes it good value for money.

**Ratings:**

Graphics: 7  
Sound: 7  
Colour: 7

Originality: 4  
Interest: 7  
Order code: SDR1N

**PASS ON THE GOOD NEWS!**

Do you know someone who would like to receive our catalogue, or perhaps our Commodore Club booklet. If so, please enter their name and address below, and indicate the type of computer they have. Remember, the more members we have, the better the discounts we can offer as our purchasing strength grows.

Please send my friends details of your \*Spectrum/Commodore Club:

Name \_\_\_\_\_

Address \_\_\_\_\_

He/She has a ☐ Spectrum ☐ Commodore 64 ☐ VIC-20

Name \_\_\_\_\_

Address \_\_\_\_\_

He/She has a ☐ Spectrum ☐ Commodore 64 ☐ VIC-20



# Mr. Software

Kelvin House  
Totteridge Avenue  
High Wycombe  
HP13 6XG  
Tel: (0494) 450586

3rd April 1985.

Dear Club Member,

We have pleasure in enclosing the first edition of our Spectrum Club Magazine since taking over the Club from Logic 3 Limited. The magazine will be published every eight weeks from now on and the next issue will be posted out on Wednesday 29th May.

In case you're a little confused, we should explain that Logic 3 Limited went into receivership on 20th February 1985. This company purchased the total assets and liabilities of the very successful mail order clubs and we will continue to run and improve on them over the coming months. We hope, for instance, that you approve of our new-style magazine with its more detailed reviews and screen photographs.

Your membership details remain unchanged. We have carried on Logic 3's computerised records and can easily refer to these in the event of a query.

Please note that we are not connected with any software publishers. We go out and buy products just as you would and if we don't think they're any good then we'll tell you so and you needn't waste your money. We want you to have confidence that the products you buy through us will be high quality and value for money. That's why, if we really like a product, we'll arrange a special purchase from the Publisher so that we can pass it on to you at a very special price.

Now here's an introductory offer from 'Mr. Software'. If you place an order with us between now and the end of May, then no matter how long you've been a member, you can take two items at the 'BONUS' price provided you buy one item at the Club price. Yes, we know it's normally the other way around but it's true. Buy one product at the Club price and you can take two at the 'BONUS' price --- until 31st May 1985.

Finally, we're here to be of service. If you need any help or information, please write to us at the above address or telephone (0494) 450586.

Yours faithfully,

Mark Edwards.

Mr Software Limited.



Mr. Software

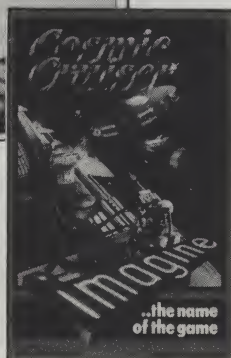
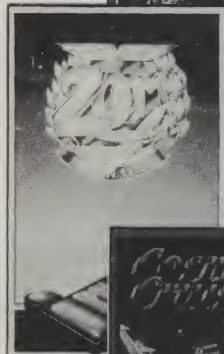
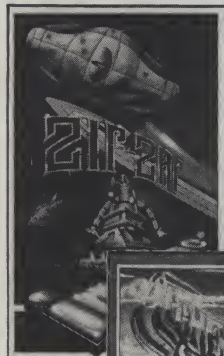
# Spectrum Club

BRITAIN'S No.1 SOFTWARE CLUB

Volume 1, Issue 2

29th May 1985

## FREE GAMES!



Yes, place an order worth £6.00 or more before the end of July 1985 and you can include *one* of these titles absolutely FREE. Simply include the title on your order form as usual, but enter "Free" in the price column—it's that simple. (Subject to stock availability).

## FREE GAMES!



## WIN A CUDDLY WRIGGLER

Yes, we're giving away 10 'Wrigglers' like the one in our picture to Club Members who can come up with the answers to four questions about the game 'Wiggler'.

To qualify, you must have bought your copy through the Club—it's available at the very special Bonus Price of £3.95. There will also be a mystery prize for the person who can tell us what happens when the game is finished. Now, on to the questions.

- 1). What key is found on the way to Hell?
- 2). Of all the screens, just one leads you to a point of no-return. What single word appears in that screen?
- 3). What's the most useless object you can pick up?
- 4). How many wasps are there in the Mansion Area?

The senders of the first 10 correct entries picked out after the closing date (31st August 1985) will each win a cuddly 'Wiggler'. The first member to tell us what happens when the game is finished wins a mystery prize. Competition entries must be submitted on a postcard, quoting the invoice number on which the game was supplied.

## INSIDE THIS ISSUE

- ★ **TOP TEN** —  
*How you voted*
- ★ **REVIEWER'S CHOICE**  
*Summing up on the new titles*
- ★ **WHAT THE PAPERS SAY**  
*We give a run-down on their reviews.*
- ★ **SHADOWFIRE** —  
*Special Bonus Price at just £5.95*
- ★ **GAME TIPS** -  
*Passing on your suggestions*
- ★ **BUMPER ISSUE** -  
*16 pages of reviews*

## Hotline

The demand on our Hotline exceeded all expectations and the pressure proved a little too much for our first, second and third answering machines! We have now installed a fourth new machine, which we hope will cope with the demand a little more reliably. We have also applied to British Telecom for an exclusive line to enable us to take more calls. Incidentally, for the last two weeks the line has been jammed solid from 6-8 pm on a Thursday. Avoid this period and you are more likely to get through.

Mr. Software



Welcome to "Input", the pages where everyone - yes, you included, can air their views, pass on game playing tips, have a moan or even sing our praises (*we should be so lucky - Ed*). Seriously though, we welcome your letters, on whatever topic. Each person named on this page gets £7 worth of software vouchers. Incidentally, we're still busy sorting your TV competition entries and the winner will be announced in the next issue. Also, thank-you to all the budding reviewers who sent in their scripts - we'll be writing to you all soon.

## Magic tips

Neill Ferguson from Fife writes—

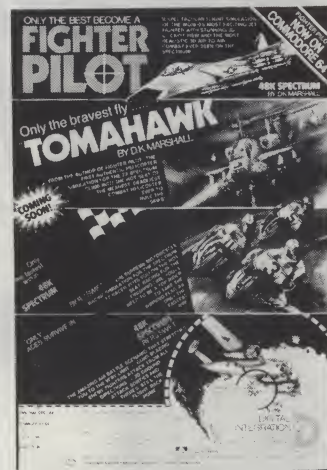
I have some playing tips for WIZARD'S LAIR by Bubble Bus.

When using the magic lift, levels can be reached by typing in the following:

CRYPT  
CAIVE  
VAULT  
DUNGN  
LIAYR  
HAWLO  
LYONN

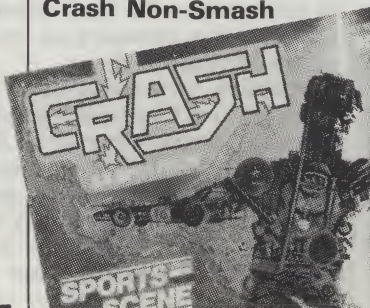
While playing the game you will find crosses which allow you through snakes that must have the same colour as the crosses. The flashing cups give you an extra life and the helmets give you limited protection from the Knights and Hooded axeman. Make sure you have plenty of keys when you are in the three levels (Laiyr, Lyonn, Vault) because, you can get trapped. Hidden doorways may be found in between Knights, in fireplaces or in rocks. If you ever happen to get trapped then always skim the walls for hidden doorways or passage ways. When entering rooms always keep your eyes open for monsters coming through walls—this is a sure sign of a secret door. Also watch out for trap doors because you could end up in a trapped room with no escape.

## Coming soon—so is Christmas



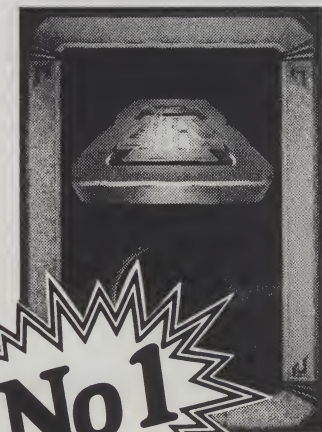
Digital Integration should really be taken to task for their advertising promotion of **Tomohawk** and **TT Racer**. These two titles have been "coming soon" for many months now and when we spoke to D.I. this week, they were still "some weeks away". We'd like to know just how long these two products have been advertised and we are offering a £5 software voucher to the Club Member who can find the earliest advertisement for the two products. No need to send the advert, simply the Magazine name and issue date. The first, oldest, reply gets the software voucher!

## Crash Non-Smash



There can't be many Spectrum owners who haven't at some time read the Magazine CRASH. It's probably the most authoritative journal around that covers the Spectrum software scene. We wanted to tell CRASH readers about the Mr. Software Spectrum Club, but sad to say they would not take our money. The advertising department told us that

mail order companies compete with their own service and they could not therefore accept an advertisement from us. To us this seems a little strange. If CRASH are offering a competitive service then what have they to worry about? If anything, they should encourage a bit of competition, since this offers their readers a better service and should also keep their own mail order club on its toes. Since we have saved the cost of the advert, we'll give the money away in another manner. If you know a CRASH reader who would like to join our Club, send us their name, address, and membership fee of £3.00 and we will send you £4.00 worth of software vouchers!



## TOP TEN

Well, here it is. You've sent your votes on your Top Ten favourite games and the results are given below. These are pretty much as we expected, though there are a couple of surprises. It'll be interesting to see how this list has changed in six months time, when we will run the competition again.

The senders of the first five coupons to be drawn, who each receive £5 software voucher, are as follows:

Mr. M. Taylor — Manchester, Lancs.  
Mr. D. Hodgson — Shildon, County Durham.  
Mr. M. Lawless — South Wallington, Surrey.  
Mr. R. Townsley — Dagenham, Essex.

Mr. M. Rogers — Hemel Hempstead, Herts.

## This is how you voted.

1. Alien 8 — *Ultimate*
2. Match Day — *Ocean*
3. Knight Lore — *Ultimate*
4. Ghostbusters — *Activision*
5. Skooldaze — *MCS*
6. Steve Davis Snooker — *C.D.S.*
7. Everyone's a Wally — *Micro-Gen*
8. Underwulde — *Ultimate*
9. Daley Thompson's Decathlon — *Ocean*
10. Jet Set Willy — *Software Projects*

## TOP SCORES

Mr. A. Etherington of Darlington Co. Durham asks if we could introduce a high-score table for those games voted to be the all time top ten. Good idea, Mr. Etherington, so here goes: We have printed the results of your "Top Ten" voting elsewhere on this page, so now send us your best scores on these games. We'll send £5 software vouchers to the first five members drawn out of a hat who have achieved the highest score on any one of these titles. No cheating please . . .

Dear Sirs,

I am in receipt of your credit note and Access refund for the returned light pen.

My purpose in writing is to thank you for dealing with the matter so promptly and efficiently. The voucher was also much appreciated by my son, who, you will see, he has used against the

enclosed order.

In these days of impersonal and often bad service to the customer, it was so nice to receive some personal and efficient service.

Mrs. F. Hopkins,  
Sleaford.

(Thanks - letters like that make the job worthwhile - Ed.)



# Never say die . . .

From West Germany, Claudia Murwald sent us instructions on how to enter pokes for endless lives.

1. Enter MERGE" " and start tape.
2. At "OK" stop tape.
3. Edit program line which contains the first LOAD""CODE. If it s on line zero enter POKE 23756,1 to change it to line one. After the LOAD""CODE enter the appropriate poke, press RUN and start the tape. The pokes are:  
ZZOOM — POKE 24743,0  
AH DIDDUMS — POKE 24786,0  
SABRE WULF — POKE 43575,0  
JET PAC — POKE 25020,0  
COOKIE — POKE 28698,0  
JET SET WILLY — POKE 38899,0  
MANIC MINER — POKE 35936,0  
HUNCHBACK — POKE 26888,0

## RED ARROWS

Has anybody seen the Red Arrows? No we don't mean the nine little aeroplanes buzzing around in the sky, but the computer game of that name. When placing our order, we were told "at least 28 days". Nobody has yet sent us a review copy and neither have we seen this game in the shops, despite it being heavily advertised. perhaps you know better . . . please let us know. When we do eventually receive our copy we'll give you a full review.

## APOLOGY

Yes, Mr. Software has made a boo-boo. Maybe you remember that in the last issue there was a note saying that there was to be a review of Doomdark's Revenge but the tape had "Psytron" on it. Well we were wrong, "Psytron" was on the b-side of the tape, and "Doomdark's Revenge" was on the a-side. Apologies to Beyond. A review of the game appears in this issue.

## Night, night Wally



Douglas McGill of Ayrshire in Scotland sent us four pages on how to finish Pyjamarama. Here are his tips:

When you get the pound coin swap it in the change machine for a penny, which you then take to the bathroom. In the bathroom swap the penny for the hammer. Use the hammer to smash the glass to get the fire extinguisher which is in the lift. When you have done this jump up and light bulb number 4. This should take you to the ghost room. Here jump up on the boxes until you go through the window at the top. Don't pick up the Crystal orb or the Driving Licence. Keep walking along the roof and drop down the chimney. Walk to the right where there is a fire that will not kill you, as you have the fire extinguisher. You should fall down again, and see a square key. Pick this up and leave the fire extinguisher. the key will enable you to enter the Snooker Room next to the bathroom. Here pick up the laser gun. Drop the key, leave the Snooker Room. Drop the laser gun. Go to the lift room, light up bulb 3 which will take you to the space ship. Pick up the triangle. Go back to the place where you left the gun, pick it up again, go to the lift and hit the light which takes you back to the Ghost. Keep walking, go through the door where there should be a table, keep walking right. Go out again, drop the gun which should have been recharged, pick up the bucket next to the library, take it to the bathroom and fill it under the tap. Go to the lift and hit light 3 and you will see the spaceship go up. The green plants will not kill you as you have the bucket. Drop this and pick up the empty fuel can. Fill

this up at the fuel-machine near the battery charger. Take the full fuel-can and laser gun and you will blast off. Drop the gun and go down to earth. Get the library ticket off the chair. Swap it for the book that is up the large staircase (without the rolling balls) and through the door. Drop the book. Go to the Ghost Room, pick up the ignition keys, jump up the chests and through the window. Pick up the driving licence. Fall down the chimney and this time go left and pick up the sword and you should appear outside the games room. Don't go in, but keep walking till the moving floor. Go right, keep jumping so that you go on the bannister and slide down it. Pick up the crash helmet and the library book. Go to the library where the books will not take your energy as you have the helmet. Drop the book and pick up the scissors. Next to the change machine, where there is a help switch. Activate it and you go to the room where there is a balloon and a key. Jump over the "turner" (the key to the alarm clock). If you put the magnet in the hole, the turner will rise and you should be able to jump and reach it. Leave the room with the turner and the fuel and return to earth. Go to where Wally is sleeping and YOU HAVE FINISHED.

## Tough nut . . .

Whilst some people have obviously mastered Pyjamarama others are now struggling with its excellent sequel Everyone's a Wally. Perhaps you might be able to help, if so write in to Input. here's a member from Lanarkshire who is finding the going a bit rough . . .

Dear Input,  
Can you help me? I can do a job for Wally and Dick, but not for Wilma, Harry or Tom. I think Tom's job has something to do with the fork-truck on Rubble Road. Harry's job has something to do with the electric tower next to the school. I hope somebody can help as one day I hope to finish it. David Tough, Carluke, Lanarkshire.

## SOFTAID — SUCCESS?

We must apologise straight away for the erratic supplies of "Softaid". Our initial stock of 100 tapes disappeared in a couple of days, and they've been very hard to get hold of from the suppliers ever since.

The good news is that you've contributed handsomely to the Ethiopian Fund so far and our own contribution (we said we'd give 50p for every tape sold) now stands at £176. So keep ordering, but please be prepared for a delay!

## Next Issue

Due to summer holidays and the fact that not much gets released at this time of year, our July 24th mailing will consist of a summary sheet giving brief details of latest releases, plus a price list. Our 18th September issue will be back to 20 pages or more. There will be at least two new competitions to enter, and we'll be doing feature reviews on all the latest software and hardware. In the meantime, use the "Hotline" to find out about what releases have been made and their prices. Have a good Summer holiday.

## Brazilian puzzle

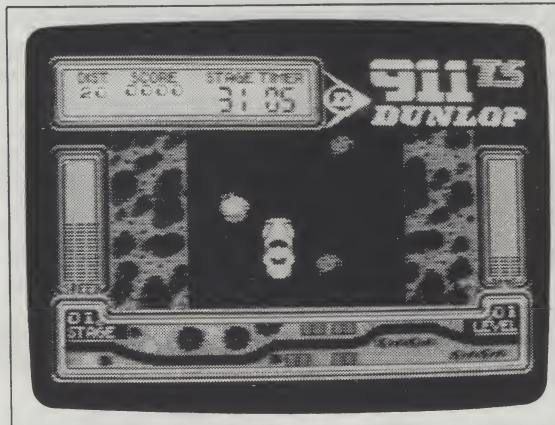
Alexander Gromow sends us this news from Brazil: I have a ZX-Spectrum series two that was bought in Germany. My computer is upgraded to 48K and works on channel 8 of the Brazilian VHF PAL-M system. In spite of the official Sinclair statement against modifications, those performed on my computer presented very good results. I have the Valhalla, but it is a very difficult one and I found only Ofnir and Drapnir, and all the efforts to find the other subjects do not show any results. Can you help me by giving some hints on how to proceed with the game? Maybe some Club members can give some information about this game that is driving me crazy! Is there any book about "Valhalla"? (Can anyone help — Ed)



911 TS is a version of Elite's Grand National, simulating not horse racing but this time rally driving. The game features an equipment choice section, smooth scrolling landscapes, eight stages and collection of equipment purchased.

One of the major strategies of the game is to equip your car fully in order to fulfil the time limit for each stage. Technical assistance for the game has been given by Dunlop and tyres chosen must be of Dunlop make. The car's fuel, accessories and customised additions must also be purchased (with a budget of £2,000).

The equipment that you purchase before the race is not added immediately but must be picked up during stages 1, 3, 5, and 7 of the race and to begin with the car seems sluggish and slow. After picking up this equipment however the car



Machine:  
48k  
Joystick:  
Any  
Category:  
Sports/Arcade  
Publisher:  
Elite  
Review:  
Richard Peace



becomes more controllable and braking can be used effectively to bypass tricky obstacles.

Your car is viewed from above and you must veer from left to right braking and accelerating to avoid

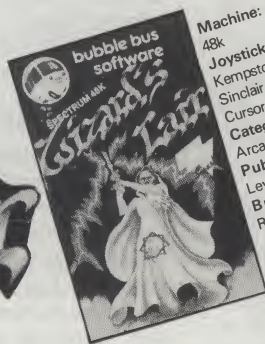
objects strewn in your path. The game takes a little getting used to and each section of the course must be mastered in order to accumulate as little damage as possible. When your damage is total, the game ends (there is only one life). Our criticisms are that the course always remains the same and that the chase car hardly seems to participate, lagging way behind you as you tear down the track at breakneck speed, in stages 6-8 at least!

Ratings:

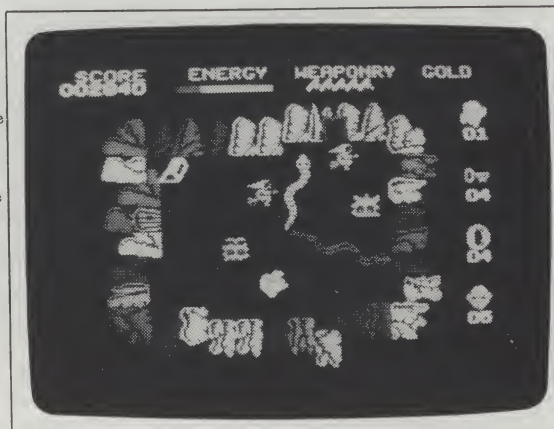
Graphics: 8  
Sound: 2  
Colour: 8

Originality: 6  
Interest: 6

Order code: S911TS



Machine:  
48k  
Joystick:  
Kempston  
Sindair  
Cursor  
Category:  
Arcade/Adventure  
Publisher:  
Level 9  
Bubble Bus  
Richard Peace



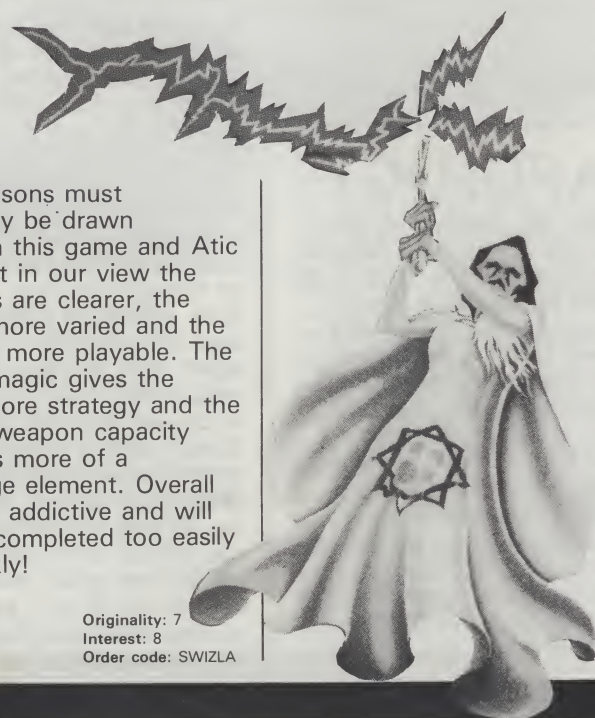
At first sight Wizard's Lair may seem to be a straight copy of Atic Atac (and indeed it resembles the latter in many ways) but in fact the game has numerous features of its own which keep the game immensely playable. Wizard's Lair is a vast arcade adventure set in caverns and castles split into several levels. The object of your quest is to retrieve the five parts of the golden lion and accumulate as many points as possible. The game incorporates a spell casting feature which uses gold collected on your journey to conjure up things such as rings, keys and diamonds used for opening certain doors. Energy and weaponry can also be accumulated in this way. The character which you control is well drawn in

'birds-eye view' perspective (much better than Atic Atac) and moves realistically. Secret doors may be concealed in walls and rocks and hooded axemen and warriors appear, causing instant death. Extra lives, gold, and immunity crosses can be collected and weaponry replenished (no unlimited supplies here). Extra food revitalises your energy and increases your chances of survival. There are many marauding creatures which stream through doors at extremely fast speeds, occasionally catching you unaware. Wardrobe lifts transport you up, and down between the various levels and perhaps you may come across a magic lift which transports your character to a level of your choice.

Comparisons must inevitably be drawn between this game and Atic Atac but in our view the graphics are clearer, the rooms more varied and the game is more playable. The use of magic gives the game more strategy and the limited weapon capacity provides more of a challenge element. Overall it's very addictive and will not be completed too easily or quickly!

Ratings:  
Graphics: 9  
Sound: 7  
Colour: 8

Originality: 7  
Interest: 8  
Order code: SWIZLA





Your name is Starion. You have just left the Space Academy and have been selected as their best recruit to pilot the S.S. Stardate on a mission of utmost importance to the safety of the galaxy both in the past and the future. The mission is to replace many important pieces of history back into their respective places in time.

#### Difficulty Levels:

There are no difficulty levels, as such, although as you progress through the game your ability will increase. You are given promotion from Novice through to Supreme Commander and after setting time back to its status quo you will achieve the ultimate rank of CREATOR. Starion can be played by two players; either against each other or as a team solving the clues and passing on vital information.

#### Playing Time:

Starion is truly a huge concept in arcade games with a total of nine time blocks, further divided into nine time grids, which are then divided into 9 more time zones. Imagine this in 3 dimensions, space, and you have a total of 243 time zones in 8 dimensions. (We don't understand it either!!!)

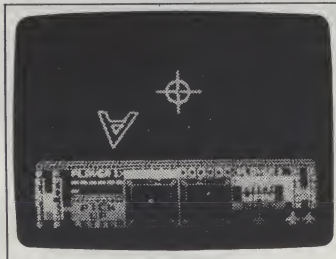
Appreciating this you can see it is by no means a short game and a SAVE facility is included to allow for sleep!!!

#### Game Features:

Starion features some of the most amazingly realistic 3D vector graphics yet to emerge on the Spectrum. The only comparable graphics are those of the BBC's *Elite*. Enemies swerve toward you weaving in and out. Missiles hurtle towards you and eventually suffer under the merciless fire of your twin lasers. Upon shooting an alien down its ship re-materialises into the shape of a letter and flying through this immense letter transfers it to the hold of your ship. After destroying a whole fleet in this manner your hold is full of letters in a jumbled order.

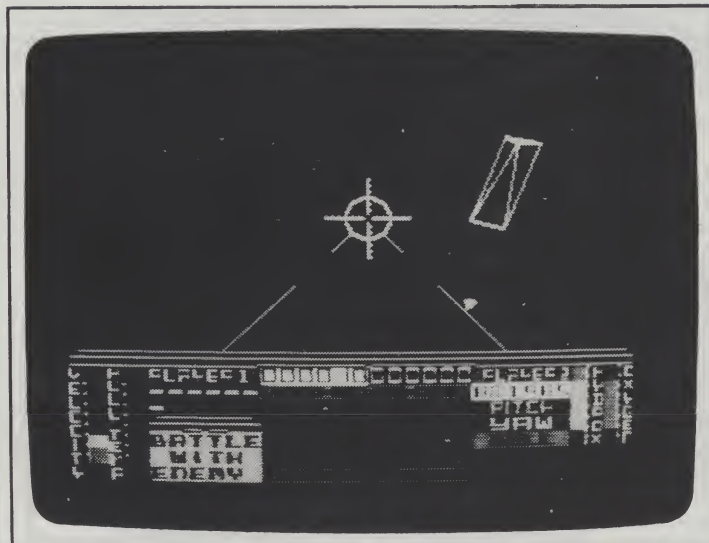
Unscrambling this anagram will provide a clue as to the whereabouts in time for the correct position of it. Now you must manoeuvre through the time-warp gate and select the year in which the item belongs (eg O-V-E-R-T-U-R-E-: 1812). Now you must fly to earth using your bi-planar scanners and land, by flying in to it, whereupon you will be told whether your choice was correct.

If you were correct you have solved a time zone—if not you will have to battle with the enemy to regain passage through the time warp. Solving nine time zones proclaims you grid-master, but to complete the game you will need to solve three BLOCKS and find EVENT ZERO (the beginning of time)!!!



#### Game Play/Controls

Control is given by four-direction keys and about 8 other command keys. All are redefineable, or a joystick can be used. There are numerous enemies to be overcome and these can all be viewed in the TUITION mode. Keyboard control is very responsive. Your ship can be moved in two planes and a representation of



Machine:  
48k  
Joystick:  
Kempston  
Sinclair  
Category:  
Arcade  
Publisher:  
Melbourne House  
Review:  
Richard Peace

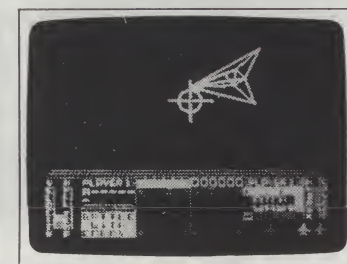
surrounding space is given by the bi-planar scanners. Fuel, hydrox and Oxygen are represented by two moving bars and hull temperature is registered in the same manner. If your hull becomes too hot then it is destroyed. Fortunately you are flying a multi-hulled vessel.

#### Criticism:

Not much! Our only minor quibble is the redefining of the keys in which a white bar passes across each choice in turn. This moves rather fast and it can take some time to succeed in completing all choices. Otherwise the game is totally addictive, and with such a convincing scenario who could fail to be captivated?

#### Overall:

Well worth it, even at the retail price of £7.95.



## Second Opinion

(Neil Atkinson)

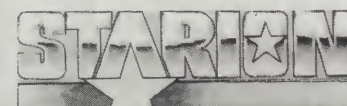
Yes once again it's your turn to save the universe—how many times does that make it this week? Joking apart, the pathetic background story accompanying "Starion" is really an insult to the game's quality. If you must know, you are Starion and the pilot of the only timeship—your mission is to stop the destruction of the universe by the evil aliens. Maybe to criticise the storyline quite so strongly is a bit harsh, especially when you start to play the game, as it really is well designed. "Starion" is an enormous game.

I think that it's best described as a mixture of *Code Name Mat* by *Micromega*, *Dark Star* by *Design Design*, together with improved graphics and annoying anagrams to work out. Unfortunately the sound is pretty feeble, but this does not detract from the overall enjoyment of the game. Another good title from Melbourne House, but this time I think a little too similar to other recent games. Nevertheless a worthy game for recommendation.

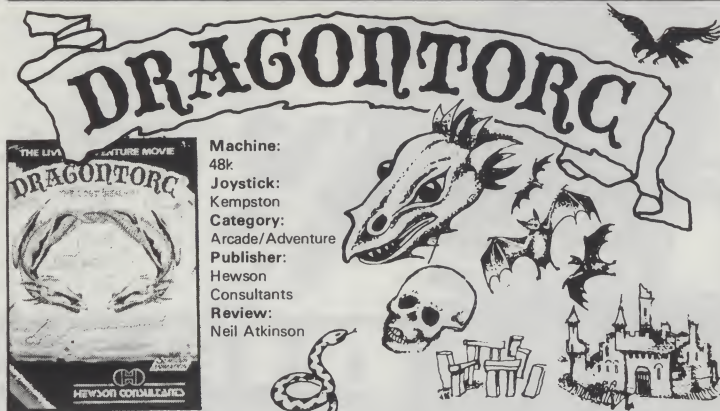
#### Ratings:

Graphics: 10  
Sound: 4  
Colour: 6

Originality: 9  
Interest: 10  
Order code: SSTARI







One of the few arcade adventures that has been released in the last few months—we would say this is because really most ideas for these are running out. You have probably seen the excellent game **Avalon** and **Dragonatorc** is its sequel. There is a long and complicated background story, which says that the game is essentially about Morac, an "astral projection", his quest for the five crowns of Britain, and to rescue his old tutor form Morag the Shapeshifter.

The player controls the projection of Morac, a ghostly looking figure that floats. Marac has a scroll of spells that he can use. At the start of the game he has three spells—move, servant and bane. A spell is selected by pressing "fire", then moving the joystick up or down which rotates the spell scroll. When the spell that you want is lined up, pressing fire selects that spell. The next time that you press fire the spell will be used. Marac can collect more spells on his travels.

There are many different people and creatures in **Dragonatorc**, Werewolves in Wolfwood, Wraiths in the cursed crypt, dwarfs on Dreamdown and bats in Hellsmouth Caverns. Before you can beat them you will probably need to have a specific spell that could be in another location. **Dragonatorc** is not a game that you are likely to finish quickly, so you can save the game in progress. **Avalon** was an immensely

successful game, but I think that **Dragonatorc** is a bit too similar to it. We would recommend **Dragonatorc** to anybody who really liked **Avalon** and played it a lot, or if you haven't got **Avalon** and are looking for a good arcade/adventure. If you didn't like **Avalon** then don't waste your money on **Dragonatorc**.

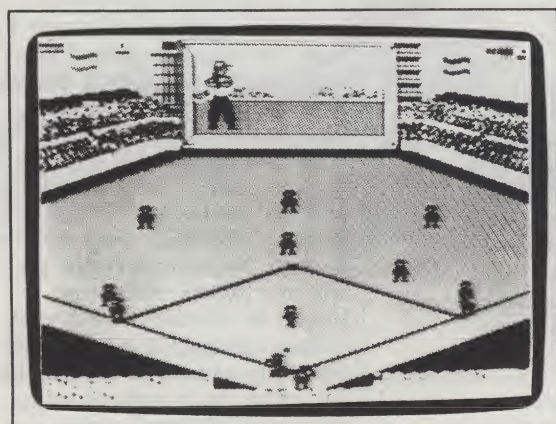
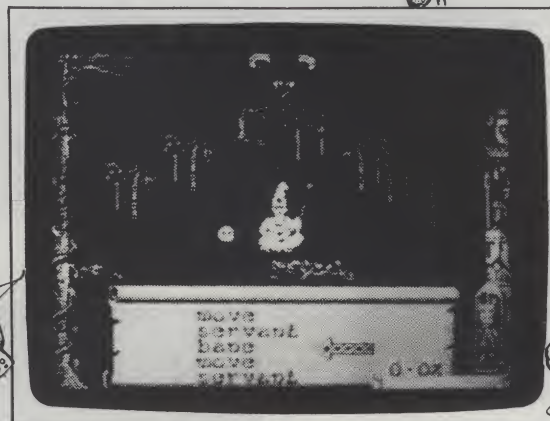
#### Ratings:

Graphics: 8  
Sound: 7  
Colour: 10

Originality: 4

Interest: 6

Order code: SDRAGO



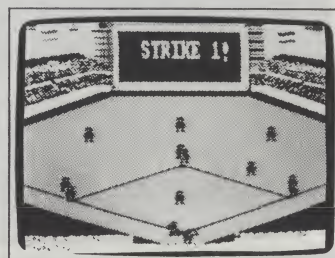
There can't be many sports left that haven't yet been turned into computer games, and now **Baseball** is no exception. Imagine (Ocean) have made an excellent game that deserves full credit for content and originality. The game loads quite quickly and you are presented with the playing screen straight away. This is the baseball stadium. The view is from the corner of the square stadium, with the diamond shaped playing area nearest to you. At the top of the screen, on the far side of the stadium, is a large video screen which shows the pitcher throwing the ball, the flight of the

ball and finally the batsman hitting or missing it. In the game, whether you choose to play one or two player, you have nine innings. **Baseball** consists of two parts—batting and fielding.

**Batting:** When your team is batting you have to score as many runs as possible by moving around all three home bases and finally to the home plate. The batsman can be seen in detail on the video screen. When the pitcher has thrown the ball then depending on his pitch you can choose between a fast or slow bat, by pushing the joystick up or down. You also have control over the

batsmen on other bases, and can move these when the computer gives you the chance to "steal a run".

**Fielding:** When the pitcher appears on the video screen, you select the type of ball that you want to pitch. The speed of the ball is adjusted by moving the joystick left or right. To vary the height, move the joystick up or down. When you are ready, press "fire" to attempt a strike. Once



the pitcher throws the ball, control is switched to the fielders. These can catch or pick up the ball and throw it to any other fielder. As Imagine say, **World Series Baseball** is easy to pick up, but tough to master. It is a stunning 3D simulation that's great fun to play. It features excellent graphics and animation, good sound, and is very original. Recommended.

#### Ratings:

Graphics: 9  
Sound: 7  
Colour: 9

Originality: 10

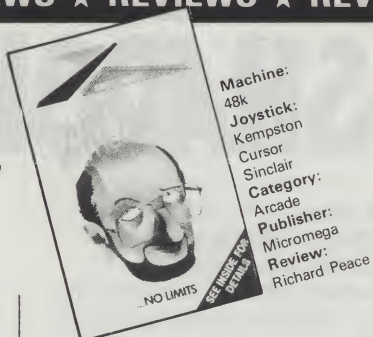
Interest: 8

Order code: SWSB



# A DAY IN THE LIFE

This game portrays one day in the life of a very special man in the British Computer Industry, Sir Clive Sinclair. This day is a very special day as Clive is about to be made Dame Commander of the British Empire. He has to leave his house, after dressing and collecting his keys, and proceed via all the different methods of transport until finally he reaches Buckingham Palace avoiding the soldiers guarding it.



The figure which you control throughout the game is a well drawn head of Clive Sinclair which turns in 3D when you lose a life. The screens are of average difficulty, increasing as you proceed, and need timing skills to successfully negotiate the hazards (including escaped C5's). Most of the graphics are small (but wait till you see the soldiers) and are quite simple. Nevertheless they

move smoothly and quickly across the screen. One criticism is that in some of the screens, set paths must be passed down although the edges of these paths are not marked and this can be limiting. The music in the game can be turned off. Generally the

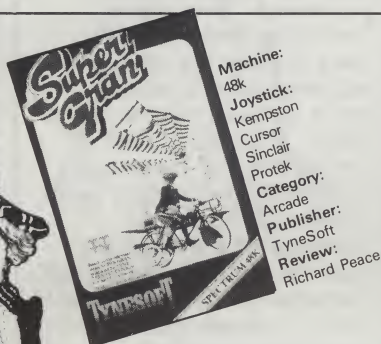
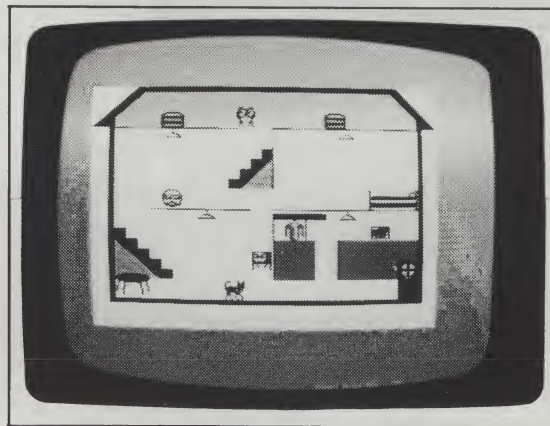
game is playable but occasionally annoying, due to the set paths, and it is not up to the standard of games such as Jasper and Deathchase (also from Micromega).

#### Ratings:

Graphics: 6  
Sound: 4  
Colour: 4

Originality: 7  
Interest: 5

Order code: SADITL



Try and help Super-Gran to beat evil Skunner Campbell and his boys in this 8 screened arcade game. This

is a game based on Tyne Tees Television Super-Gran and is suitable mainly for young children.

The first screen sets Super-Gran flying above Chisleton on her Flycycle being chased by another Gran on an identical machine. The object—shoot the other Gran.

The second screen, featuring even worse graphics than the first involves the rescuing of 'cats' (well sort of) from beneath the wheels of cars using Gran's Anti-Gray Belt. The game then continues through another 6 screens and if you complete them

all you are proclaimed as "SUPER-GRAN".

The graphics in this game are not up to the standard of many of the relatively new games on the market and makes it a total letdown. The only good graphics appear in the screen-picture and in the text at the start. Defining the keys is no easy matter either as the sensitivity of the keys is too great.

#### Ratings:

Graphics: 2  
Sound: good  
Colour: 4

Originality: 5  
Interest: 1

Order code: SSUPGR

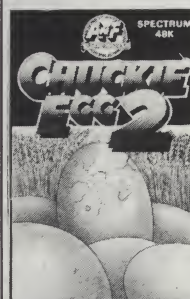
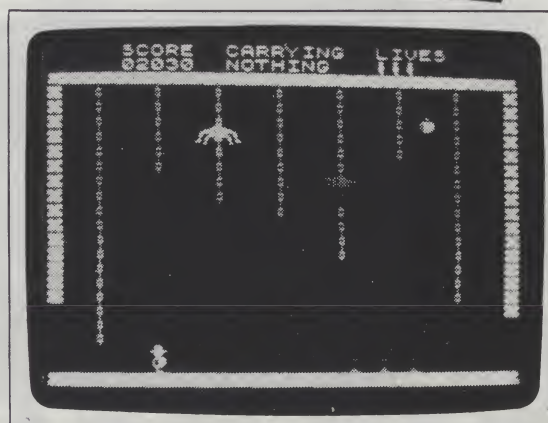
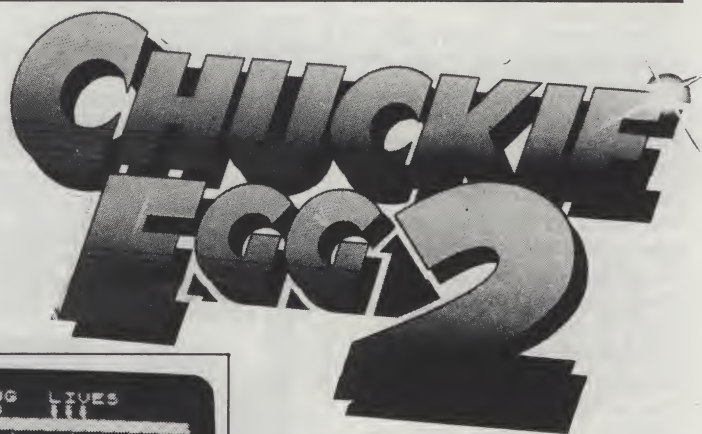
If you haven't guessed, this game is the follow up to Chuckie Egg but this time it is more of an adventure in that you have to utilise many objects which can be taken and dropped in order to bypass certain rooms. Your task as Henhouse Harry is to collect the ingredients to make some giant eggs, and the parts of a toy to go in each egg, and then deliver the completed egg to the despatch department. The graphics are quite clear—some are very large and move smoothly. In all there are 120 screens, all of which are hard to master and your position can be saved at any point to allow continuation at a later date. Unlike Chuckie Egg there is a maximum height from which you can fall without losing a life and it's

therefore more complex. There is a competition to enter and the highest scorers in six regions will be invited to London to take part in the Grand Final.

#### Ratings:

Graphics: 6  
Sound: 5  
Colour: 7

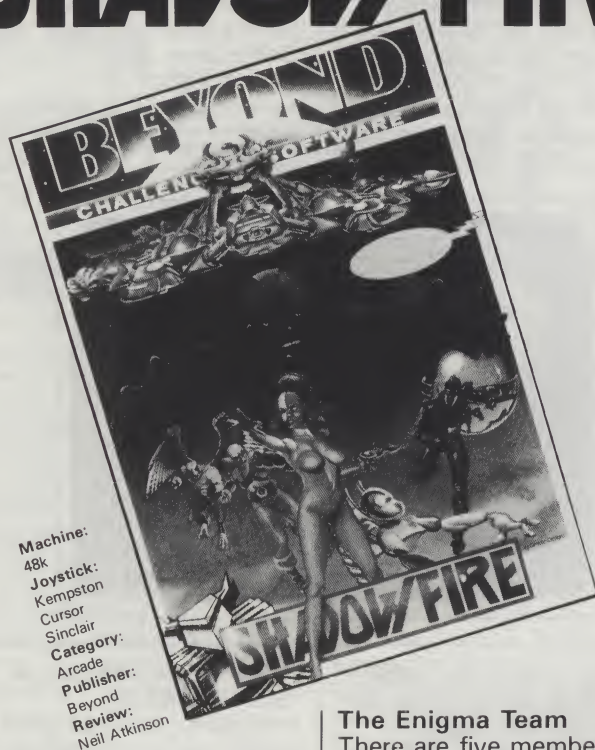
Originality: 8  
Interest: 8  
Order code: SCHUEG2



Machine: 48k  
Joystick: Defineable  
Category: Arcade/Adventure  
Publisher: A 'n' F  
Review: Richard Peace



# SHADOWFIRE SHADOWFIRE



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Sinclair  
Category:  
Arcade  
Publisher:  
Beyond  
Review:  
Neil Atkinson

## The Shadowfire

An ambassador with a microdisc containing vital plans is being held captive on board an enemy starship. If the enemy, lead by the evil General Zoff, get the plans the future of the civilized empire would be put at risk. The plans are for a revolutionary new space craft called "Shadowfire", which will have the ability to "jump" from planet to planet. If General Zoff gets these plans then the empire will be ravaged. The emperor has therefore called upon the services of the Enigma team—a shady organisation whose operatives are the cream of the Empire's legions, the worst of its criminal scum, or the latest development in cybernetics! You are chosen to be the mission controller, and you have one hundred minutes of realtime to succeed in the Shadowfire mission. Using the abilities of the Enigma team you have to locate and rescue the ambassador, find and capture General Zoff, and then capture or destroy his starship Zoff V.

## The Enigma Team

There are five members in the team, each with his/her/its own special qualities. Zark Montor is a human and the team leader with his thorough knowledge of weapons and an expert in any form of combat. Syylk is an insectoid, second in command and an excellent fighter, physically very strong. Sevrina Maris is another human. She can be relied upon to unlock any door. She is also an excellent markswoman. Torik is an Avian, and a specialist with explosives. He is also an excellent scout. Maul is a weapons droid—that is he floats and carries many different weapons. Finally Manot is the transport droid and essential if you are to get into the enemy's ship.



## Icons

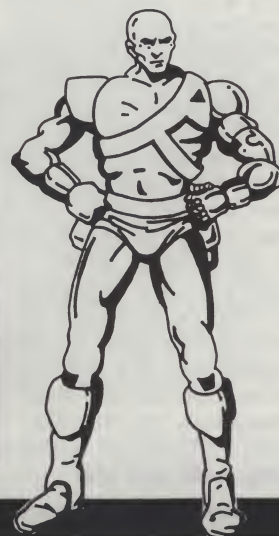
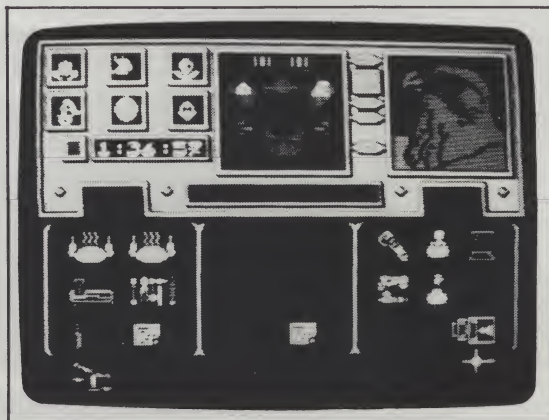
Shadowfire is a menu driven adventure. Absolutely no text entering is required. Every option is selected by placing the cursor over an icon. An icon is a picture symbol that represents a particular function. The cursor can be moved over an icon by using the keyboard or joystick and selected by pressing the fire button. We found that it is far better to use the joystick, as it is faster.

## The Screens

The first screen has four icons. To start the game you select "new game". The other three icons are used to save the game in progress, load a saved game and to play the old game. The next screen is one of the few that has no icons. It is the enigma team screen. On it, the six members of the team are lined up, and to choose the character you want to play first you simply place the cursor over him/her and press "fire". It is recommended that if you are playing the game for the first time you choose to play Manto, who has the ability to transport the other members of the team onto the enemy ship. When you've selected him you will move onto the character status screen. The character's (in this case Manto's) strength, agility, and stamina are represented by bars. When a character picks up something a green bar appears beside a pair of



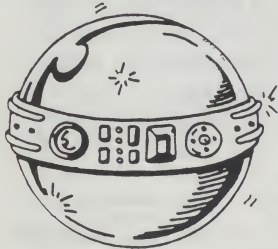
scales. If the character is carrying too much the bar will turn red, and something will have to be dropped. Next comes the main playing screen of the game. This screen is divided in half. At the top of the screen there are three squares which together form the Mission Command. Working from left to right, the first screen shows a picture of the character that is in play at the moment. The next square is the view screen that shows the current location of the team member. If there are other team members on the screen their symbols flash on and off. The third square shows the status icons. In the group of six icons, each one has a small picture of one of the team. These change colour according to each player's current status. There is a real-time clock that counts





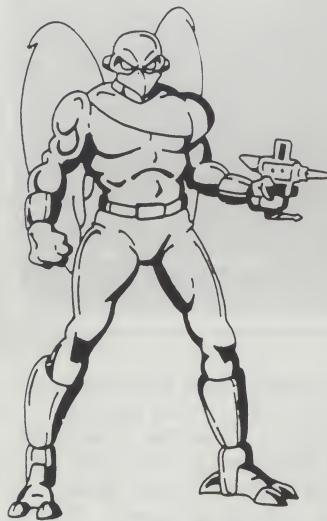
down from one hundred minutes.

The bottom of the screen is also divided into three screens, but the contents of these screens varies. Basically there are three different sets of icons that you can have in these squares, and each is represented by a different colour monitor (TV Screen). the yellow monitor gives access to the character's object screen (icons), the green monitor gives access to the character's movement across the screen, and the red monitor to the battle screen. When you choose the yellow monitor you are able to command a character to manipulate objects. The square on the far left contains all the objects that the character (for example Manto) can choose from.



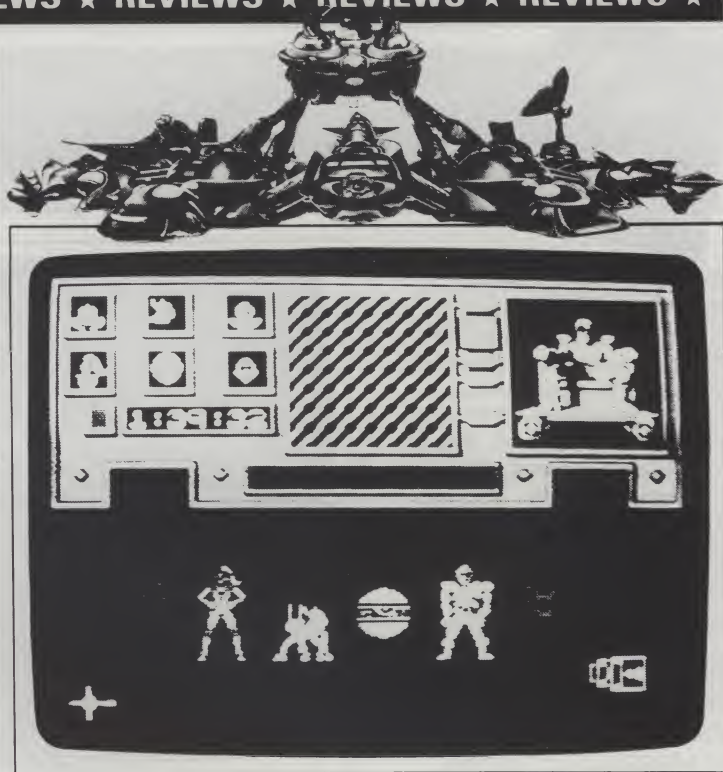
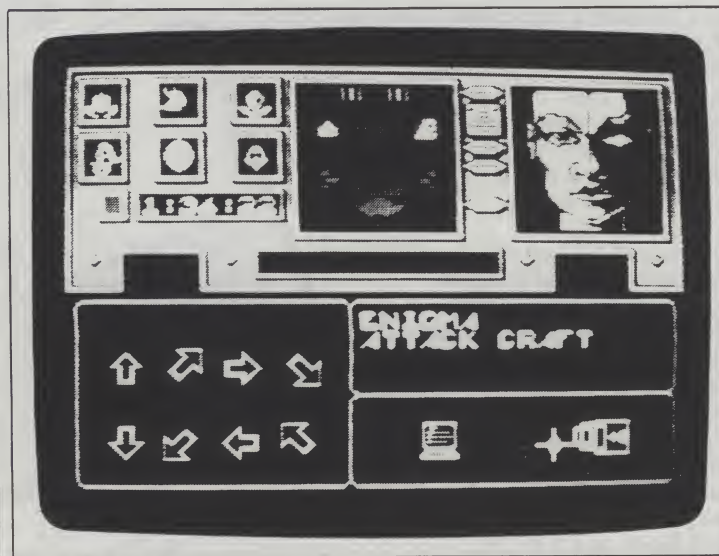
The square on the far right contains the icons that command the characters to manipulate them. These include pick up, drop, activate and hold the object ready for use. Most of the objects are weapons or tools, but Manto also has a transporter that he must choose, so that he and other members can get aboard Zoff V. In this square there are also green and red monitor icons. When you have selected all the objects you want, if you choose the green monitor the bottom half of the screen changes to the movement screen. This has eight directional arrows and a few words telling you where the character is. To move you just place the cursor over an arrow and press fire. There are also red & yellow monitor icons. If you select the yellow monitor you go back to the object screen. The red monitor will take you to the

battle screen. Roaming the spaceship are various viscous enemies that you have to protect yourself from and other members of the team who are less well armed. The bottom three squares of the battle screen contain icons that command the character to attack, defend or retreat and arrows commanding the character to move around in the fight.



#### The Future

In August, Beyond are going to release a *Shadowfire Tuner* that will allow you to change the strength of the Enigma Team, re-locate weapons and objects, and map Zoff V. Watch this mag for more info.



#### Likes and Dislikes

Although at any one time you can only control one character, the game involves playing all the characters. So, on each screen there is a "quit" icon, and when you have finished a task with one character, if you work your way back to the Enigma Team Screen, you can choose another character to play. I really liked this feature and found that it made the game great fun to play. The description of all the different screens and the business of icons must sound complicated to

someone who hasn't played the game, and it is a bit confusing the first time you play it, but after a while you realise just how well the program is designed. The icons are all logically placed and make the game straightforward. The game is very hard, and I suspect that few people will finish it in the allowed 100 minutes. Overall an excellent game with good sound and outstanding graphics. Recommended.

#### Ratings:

Graphics: 10

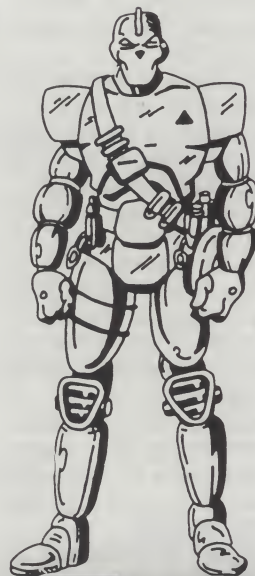
Sound: 9

Colour: 10

Originality: 10

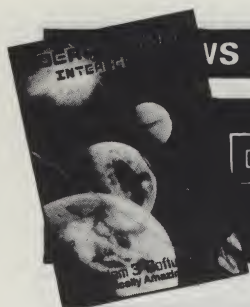
Interest: 10

Order code: SHADO



# SHADOWFIRE SHADOWFIRE





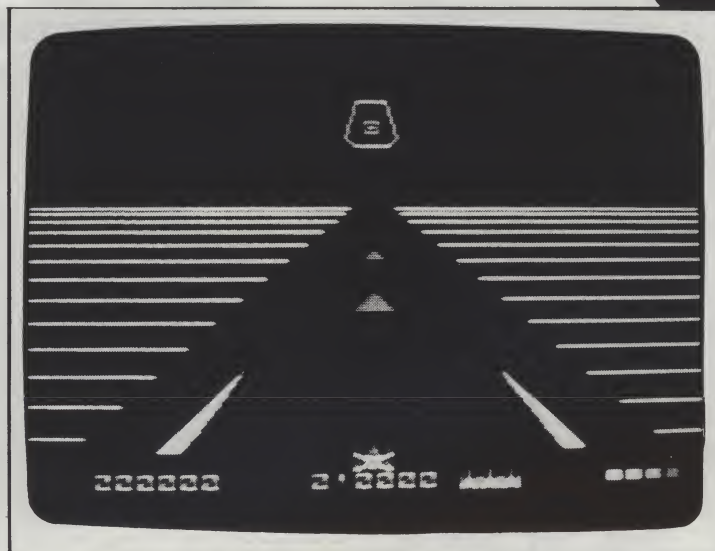
## DEATH STAR INTERCEPTOR

Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Sinclair 2  
Category:  
Arcade  
Publisher:  
System 3  
Review:  
Richard Peace



At last a decent version of the "Star Wars" arcade game has emerged for the Spectrum. Being officially licensed, it incorporates a brilliant rendition of the Star Wars theme, superb three dimensional graphics and all the familiar ships. You are on a mission to destroy the Death Star, which is steadily approaching Earth, and must score a direct hit on the exhaust port in its equatorial trench.

The first screen, the launch phase, begins with the Spectrum saying 'Prepare to Launch' and involves directing your ship through the star-gate and into outer space. This part of the game is quite simple and is really just to add realism. After passing through the gate you are alone in outer space, the stars 'shine' as earth recedes from the screen. Suddenly you are



joined by the screaming tie-fighters weaving towards you from the distance, becoming larger and eventually passing you. Here you are advised to concentrate on reaching the death star rather than going

for points and this involves some nifty flying tactics. If you survive the onslaught of the enemy ships you will find yourself flying along the equatorial trench. The sides of this trench are heavily enforced. Laser

Barriers protrude out into the centre forcing you to weave from side to side (unless you score a direct hit on the base from which they emerge). Gun turrets fire relentlessly and their missiles must be dodged in order to survive. Later on down the trench other Imperial fighters swoop down to stop you and finally you see the duct approaching fast. A few shots at this may secure its demise but if not another sweep may be made. A successful hit on the duct causes the death star to explode. Pity the graphics of the explosion aren't like those of the game! The trench graphics are very smooth and do produce a feeling of forward motion and the speech at the beginning of the game is quite good. Overall Death-Star is well worth the money and still holds its challenge after many games.

Ratings:  
Graphics: 8  
Sound: 7  
Colour: 5

Originality: 7  
Interest: 8  
Order code: SDEAST

Another masterpiece from Scott Adams! The game is accompanied by a comic book which contains a description of adventure games for those who haven't played before, a cartoon story, and a 'rogues gallery' of the friends and foes you are likely to meet.

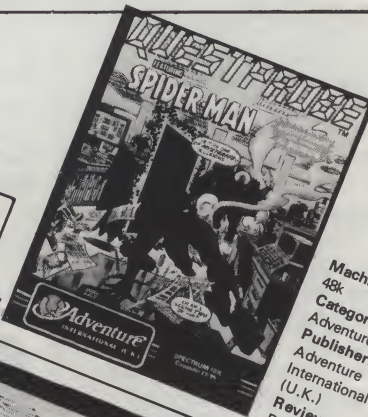
At first sight it seems as though there are no instructions as to the object of the adventure, so here's a hint, read the cartoon! Upon loading you are presented with a split-screen format. A text-window in the lower third, and a picture in the top two-thirds. The text is not Spectrum standard and has been tastefully redesigned—the graphics are something else! Clear pictures make an adventure a pleasure to play and this is no exception.

The object of the game is to collect gems from the foes on the way but this is not an easy matter. Madame Web may be of some assistance to you,

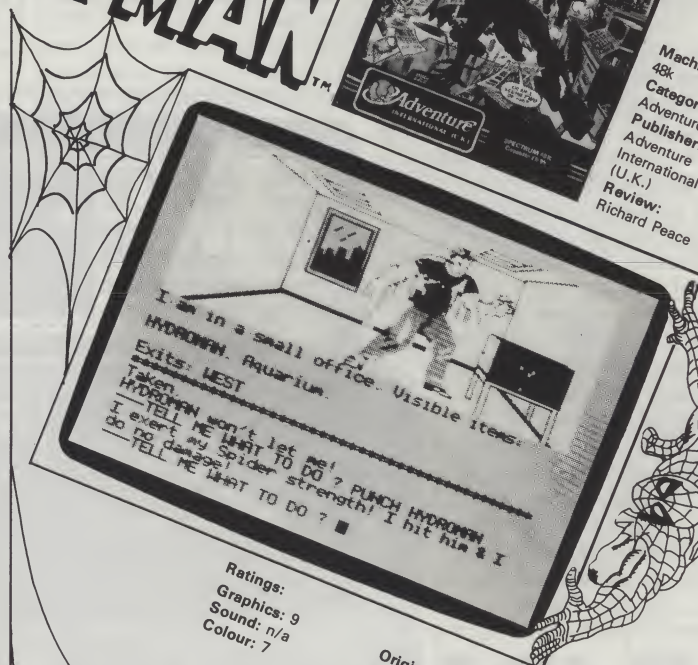
using her clairvoyant powers to scan the minds of others and project her own thoughts into them. In all there are ten other characters to deal with and each have their own special powers and weaknesses. The vocabulary is easy to use with some extra features built in (eg. multiple command sentences), not at all obscure, and fairly logical. Colour is used to good effect and the pictures are well drawn—

some even change depending on which course of action is taken. When you get stuck, as no doubt you will, you may send off for a Scott Adams Hint Book at £2.99. If you've always wanted to take on the role of a super hero or just like challenging adventures then this is for you!

## SPIDER-MAN



Machine:  
48k  
Category:  
Adventure  
Publisher:  
Adventure  
International  
(U.K.)  
Review:  
Richard Peace



Ratings:  
Graphics: 9  
Sound: n/a  
Colour: 7

Originality: 7  
Interest: 7  
Order code: SSPIMA



# Price List

Effective 29th May 1985

(This listing supercedes all previous listings)

"Bonus" Prices are a means by which we can make very special offers to our members. As a new member, for instance, you qualify for up to five titles at "Bonus" Price in your first 60 days of membership. Thereafter, you can take one title at "Bonus" Price for every two titles you buy at the Club Price (you can buy as many titles as you wish at Club Price - that's the benefit of being in the Mr. Software Club). Keep a watch out for special promotions though, such as this introductory offer from Mr. Software. Provided you order before the end of June 1985, you can take **two** titles at the "Bonus" Price for every **one** you buy at the Club Price! That's worth having. We don't believe you'll make such savings anywhere! If you can, we'd like to know where.

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
S3DSTA	3D STARSTRIKE	REAL TIME	5.95	4.60	3.90
*S911TS	911 TS	ELITE	6.95	5.90	
*SADITL	A DAY IN THE LIFE	MICROMEGA	6.95	5.80	
ADAST	AD ASTRA	GARGOYLE GAMES	5.95	4.45	
AQSP	ADVENTURE QUEST	LEVEL 9	9.95	8.45	
ATC	AIR TRAFFIC CONTROL	MIKRO GEN	9.95	8.45	
SAIRWO	AIRWOLF	ELITE	6.95	5.95	4.65
ALCHE	ALCHEMIST	IMAGINE	5.50	4.50	1.95
SALIEN	ALIEN 8	ULTIMATE	9.95	8.30	
AMEFO	AMERICAN FOOTBALL	ARGUS PRESS	9.95	8.45	
ANTAT	ANT ATTACK	QUICKSILVA	6.95	5.75	2.95
ANTIC	ANTICS	BUG-BYTE	6.95	5.55	
AQUAP	AQUAPLANE	QUICKSILVA	7.95	6.35	
ARCSP	ARCADIA	IMAGINE	5.50	4.15	0.95
ATAT	ATIC ATTACK	ULTIMATE	5.50	4.95	3.45
AVALO	AVALON	HEWSON	7.95	6.75	
*SBATMI	BATTLE FOR MIDWAY	P.S.S.	9.95	7.75	
BEASP	BEACH HEAD	U S GOLD	7.95	6.45	5.95
BEAKY	BEAKY AND THE EGGSNATCHERS	FANTASY	5.50	4.50	
*SBEWAR	BEWAREHOUSE	POSITIVE IMAGE	5.95	4.95	3.25
SBILO	BIOLOGY (O-LEVEL REVISION)	COLLINS	8.95	8.15	
BLAAL	BLADE ALLEY	P.S.S.	5.95	4.75	
EMI20	BLANK CASSETTE (15 MINS)	VARIOUS	0.60	0.50	
SBLOCK	BLOCKBUSTERS	MACSEN	7.95	6.15	
*SBLUMA	BLUE MAX	SYNSOFT	7.95	6.65	
BLUTH	BLUE THUNDER	RICHARD WILCOX	5.95	4.25	
SBOOTY	BOOTY	FIREBIRD	2.50	2.25	
BOSSP	BOSS (THE)	PEAKSOFT	6.95	6.25	
BRABL	BRAAX BLUFF	MICROMEGA	6.95	5.85	
SBRIBL	BRIAN BLOODAXE	SOFTEK	7.95	6.15	
*SBRIJA	BRIAN JACKS SUPERSTAR	MARTECH	7.95	6.15	
BRIP	BRIDGE PLAYER	CP SOFTWARE	8.95	7.60	
SBRIST	BRISTLES	STATESOFT	7.95	6.65	
*SBRULE	BRUCE LEE	U.S. GOLD	7.95	6.65	
BUGAB	BUGABOO	QUICKSILVA	6.95	5.25	3.55
SBUGBL	BUGGY BLAST	FIREBIRD	5.95	5.40	
CHEFL	CHEQUERED FLAG	PSION	6.95	5.45	2.95
CHEPS	CHESS BY PSION	PSION	6.95	4.95	2.45
CHUSP	CHUCKIE EGG	A & F SOFTWARE	5.95	4.75	
*SCHUEG2	CHUCKIE EGG 2	A & F SOFTWARE	6.90	5.75	
CODMA	CODENAME MAT	MICROMEGA	6.90	5.90	4.95
COLSP	COLOSSAL ADVENTURE	LEVEL 9	9.95	8.45	
COMLY	COMBAT LYNX	DURELL	7.95	6.75	
*SCONFU	CONFUSION	INTENSIVE	6.95	5.90	4.95
SCOSCR	COSMIC CRUISER	BEAU-JOLLY	5.50	4.65	0.95
CURSP	CURRAH SPEECH	CURRAH	29.95	27.95	
CYCLO	CYCLONE	VORTEX	5.95	4.50	
DALSP	DALEY THOMPSONS DECATHLON	OCEAN	6.90	5.85	5.25
DMDT	DANGER MOUSE IN DOUBLE TROUBLE	CREATIVE SPARKS	6.95	5.90	
DMBF	DANGER MOUSE IN THE BLACK FOR.	CREATIVE SPARKS	6.95	5.90	
DARST	DARK STAR	DESIGN DESIGN	7.50	6.35	
*SDEAST	DEATH STAR	SYSTEM 3	7.95	6.25	
DEATH	DEATHCHASE	MICROMEGA	6.95	5.45	4.45

\* THESE ITEMS ARE NEW SINCE THE LAST LISTING WAS PRINTED

Price List



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
DEM	DEUS EX MACHINA	AUTOMATA	15.00	13.50	
SDOORE	DOOMDARK'S REVENGE	BEYOND	9.95	7.75	
DOOCA	DOOMSDAY CASTLE	FANTASY	6.50	4.95	
*SDRAGO	DRAGONTORQUE	HEWSON	7.95	6.15	
SDRIIN	DRIVE IN (THE)	FANTASY	5.50	4.25	
DUNSP	DUNGEON ADVENTURE	LEVEL 9	9.95	8.45	
*SEMEIS	EMERALD ISLE	LEVEL 9	8.95	6.95	
ENGL1	ENGLISHSKILLS 1	GRIFFIN	9.95	8.45	
ENGL2	ENGLISHSKILLS 2	GRIFFIN	9.95	8.45	
*SETV	ERIC THE VIKING	MOSAIC	9.95	8.45	
ESKED	ESKIMO EDDIE	OCEAN	5.90	4.45	2.45
EURSP	EUREKA	DOMARK	14.95	12.70	
SEAW	EVERYONE'S A WALLY	MIKROGEN	9.95	8.45	
EXTER	EXTERMINATOR	SILVER SOFT	5.95	4.45	1.45
FACBR	FACTORY BREAKOUT	POPPY SOFT	5.95	4.75	
*SFAIRS	FAIRSHARE	STELL	7.95	6.50	
*SFALP2	FALCON PATROL II	VIRGIN	6.95	5.85	
SFALGU	FALL GUY	ELITE	5.95	5.05	3.25
*SFANVO	FANTASTIC VOYAGE	QUICKSILVA	6.95	5.45	
FIGPI	FIGHTER PILOT	DIGITAL INT.	7.95	6.95	5.95
FOOMA	FOOTBALL MANAGER	ADDICTIVE	6.95	5.45	
FWE	FOREST AT THE WORLD'S END	INTERCEPTOR	5.50	4.65	3.95
SFORM1	FORMULA 1 SIMULATOR	MASTERTRONIC	1.99	1.75	
*SCRLF1	FORMULA ONE (CRL)	CRL	7.95	6.15	
FRANK	FRANK N. STEIN	P.S.S.	5.95	5.00	
FRENA	FRENCH MISTRESS A	KOSMOS	9.95	7.45	
FRENB	FRENCH MISTRESS B	KOSMOS	9.95	7.45	
FULTH	FULL THROTTLE	MICROMEGA	6.95	5.45	4.45
GAMDE	GAMES DESIGNER	QUICKSILVA	14.95	12.95	
GERMA	GERMAN MISTRESS A	KOSMOS	9.95	7.45	
GERMB	GERMAN MISTRESS B	KOSMOS	9.95	7.45	
*SGETSE	GET SET	GRIFFIN	9.95	8.45	
*GETSE	GETSET	GRIFFIN & GEORGE	7.99	6.75	
SGHOST	GHOSTBUSTERS	ACTIVISION	9.95	8.30	
GIARE	GIANT'S REVENGE	THOR	6.95	5.55	
SGFTG	GIFT FROM THE GODS	OCEAN	9.95	7.70	
GOTOJ	GO TO JAIL	AUTOMATA	6.00	5.00	4.00
*SGRANA	GRAND NATIONAL	ELITE	6.95	5.45	
SGREMLI	GREMLINS	ADVENTURE INT.	9.95	7.70	
GTH-B	GUIDE TO PLAYING THE HOBBIT	MELBOURNE HOUSE	3.95	3.95	
*SGYRON	GYRON	FIREBIRD	9.95	8.45	7.45
*SHAMPS	HAMPSTEAD	MELBOURNE HSE	9.95	7.75	
HARSP	HARRIER ATTACK	DURELL	5.95	4.45	
SHELLF	HELLFIRE	MELBOURNE HOUSE	6.95	5.40	
*SHDR	HERBERT'S DUMMY RUN	MIKRO-GEN	9.95	8.45	7.30
HOBSP	HOBBIT (THE)	MELBOURNE HSE.	14.95	12.95	11.00
HULSP	HULK	ADVENTURE INT.	9.95	8.45	7.95
HUNSP	HUNCHBACK	OCEAN	6.95	5.45	
SHUN2	HUNCHBACK 2	OCEAN	6.90	5.90	4.95
SHYPER	HYPERACTION	SILVERSOFT.	5.95	4.60	
SIDENT	IDENTIKIT	STELL	6.95	5.95	
SILLUS	ILLUSTRATOR (THE)	GILSOFT	14.95	11.75	
TURBO	INTERFACE - TURBO	RJH	22.50	20.65	
SCOMCO	INTERFACE - COMCON	FREL	19.95	18.95	
DKPCI	INTERFACE - DK CENTRONICS	DK TRONICS	39.95	36.95	
DKPJI	INTERFACE - DK PROGRAMMABLE	DK TRONICS	22.95	19.95	
DKJIN	INTERFACE - DK TRONICS D/PORT	DK TRONICS	13.00	11.50	
INTER	INTERFACE - KEMPSTON	KEMPSTON	9.95	9.45	
INT1	INTERFACE 1	SINCLAIR	49.95	47.95	
INT2	INTERFACE 2	SINCLAIR	19.95	18.95	
SJASPE	JASPER	MICROMEGA	6.95	5.80	
JETSE	JET SET WILLY	SOFTWARE PROJ.	5.95	4.55	3.45
JETPA	JETPAC	ULTIMATE	5.50	4.65	
JOYST	JOYSTICK - (COMPETITION-PRO)	KEMPSTON	13.50	12.00	
COMPRO	JOYSTICK - (COMPETITION-PRO)	EUROMAX	17.95	16.95	
QUICK	JOYSTICK - QUICKSHOT II	SPECTRA-VIDEO	11.95	10.95	



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
JUMCH	JUMP CHALLENGE (EDDIE KIDD)	MARTECH	6.95	5.90	
KENTI	KENTILLA	MICROMEGA	6.95	5.85	
KETTR	KET TRILOGY (THE)	INCENTIVE	12.95	11.00	
DKKEY	KEYBOARD - DK'TRONICS	DK TRONICS	45.00	40.00	
KNILO	KNIGHT LORE	ULTIMATE	9.95	8.45	
KTWSP	KOKOTONI WILF	ELITE	5.95	4.95	2.95
*SKOMPL	KOMPLEX	LEGEND	9.95	7.75	
KONSP	KONG	OCEAN	5.95	4.95	
KUNFU	KUNG FU	BUG-BYTE	6.95	5.75	
SLAZJO	LAZY JONES	TERMINAL	6.95	5.40	
*SLEONA	LEONARDO	CREATIVE SPARKS	7.95	6.75	
LIGPE	LIGHT PEN	DK'TRONIKS	19.95	16.95	
SLODRU	LODE RUNNER	SOFTWARE PROJECT	9.95	8.30	
LOGO	LOGO (SINCLAIR)	SINCLAIR	39.95	36.95	34.00
LOM	LORDS OF MIDNIGHT	BEYOND	9.95	8.45	5.00
LOTSP	LORDS OF TIME	LEVEL 9	9.95	8.45	
LUNJE	LUNAR JETMAN	ULTIMATE	5.50	4.65	
MANSP	MANIC MINER	SOFTWARE PROJ.	5.95	4.55	3.45
SMATDA	MATCH DAY	OCEAN	7.95	6.15	
MATPO	MATCH POINT	PSION	7.95	6.75	
MATIN	MATHS INVADERS	STELL	6.95	5.95	
MATH1	MATHSKILLS I	GRIFFIN	9.95	8.45	
MATH2	MATHSKILLS II	GRIFFIN	9.95	8.45	
SMEGAH	MEGAHITS	BEAU JOLLY	19.95	17.75	14.95
MELDR	MELBOURNE DRAW	MELBOURNE HOUSE	8.95	7.60	
MICOL	MICRO OLYMPICS	MICRO USER	5.95	4.75	1.95
MICCA	MICRODRIVE CARTRIDGE	SINCLAIR	1.99	1.89	
MFC	MICROS FOR CHILDREN	STELL	6.95	5.25	
SMIGMA	MIGHTY MAGUS	QUICKSILVA	6.95	5.45	
MILLI	MILLIONAIRE	INCENTIVE	5.50	4.50	
*SMINDE	MINDER	DK'TRONICS	9.95	7.75	
SMINOF	MINI-OFFICE	DATABASE	5.95	4.60	
MISDE	MISSILE DEFENCE	ANIROG	5.95	4.45	
MISWO	MISSING WORDS	STELL	6.95	5.95	
*MONEY	MONEY	STELL	6.95	5.95	
MIH	MONSTERS IN HELL	SOFTEK	5.95	4.45	1.45
SMII	MONTY IS INNOCENT	GREMLIN	6.95	5.40	
MMSP	MONTY MOLE	GREMLIN	6.95	5.55	
MOOAL	MOON ALERT	OCEAN	5.95	4.45	
SMOOCR	MOON CRESTA	INCENTIVE	6.95	5.75	
MMTB	MORRIS MEETS THE BIKERS	AUTOMATA	6.00	4.00	
MRWSP	MR WIMPY	OCEAN	5.90	4.45	
MUGSY	MUGSY	MELBOURNE HSE.	6.95	5.55	4.95
NIGGU	NIGHT GUNNER	DIGITAL INT.	6.95	5.45	
SNUMBE	NUMBERFUN	GRIFFIN & GEORGE	7.99	6.85	
OLYMP	OLYMPICON	MITEC	5.95	4.75	
OMETR	OMETRON	SOFTWARE PROJECT	5.95	4.75	2.45
*SOOTS	OUT OF THE SHADOWS	MIZAR	7.95	6.70	
PENET	PENETRATOR	MELBOURNE HSE.	6.95	5.20	
SPOTPI	PERCY THE POTTY PIGEON	GREMLIN	6.95	5.35	
SPHYSI	PHYSICS (O-LEVEL REVISION)	COLLINS	8.95	8.15	
PIEYE	PI-EYED	AUTOMATA	6.90	5.20	3.95
PIINE	PI-IN-ERE	AUTOMATA	6.00	5.00	3.45
PIBAL	PIBALLED	AUTOMATA	6.00	4.50	2.50
PIROM	PIROMANIA	AUTOMATA	6.00	5.00	
POOL	POOL (CDS)	CDS MICROS	5.95	4.45	3.45
SPROFU	PROJECT FUTURE	MICROMANIA	6.95	5.45	
PROTE	PROTEUS	ABACUS	5.95	4.45	1.95
PSST	PSST	ULTIMATE	5.50	4.15	
PSYTR	PSYTRON	BEYOND	7.95	6.45	5.00
PYJAM	PYJAMARAMA	MIKRO-GEN	6.95	5.85	4.45
SQUILL	QUILL (THE)	GILSOFT	14.95	11.75	
SROM	RAID OVER MOSCOW	ACCESS	7.95	6.65	
SRALDR	RALLY DRIVER	HILL MCGIBBON	9.95	8.45	6.25
REBEL	REBELSTAR RAIDERS	RED SHIFT	9.95	8.95	
SRTE	RETURN TO EDEN	LEVEL 9	9.95	7.95	



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
SRIVRA	RIVER RAID	ACTIVISION	7.95	6.65	
*SRHS	ROCKY HORROR SHOW	CRL	8.95	6.95	
SRFG	RUN FOR GOLD	HILL MCGIBBON	7.95	6.75	5.00
SABWU	SABRE WULF	ULTIMATE	9.95	8.45	6.95
SCUSP	SCUBA DIVE	DURELL	5.95	4.55	3.95
SENTI	SENTINEL	ABACUS	5.95	4.45	1.95
SHADO	SHADOWFIRE	BEYOND	9.95	8.45	5.95
SHERL	SHERLOCK	MELBOURNE HSE.	14.95	12.95	10.00
SIRLA	SIR LANCELOT	MELBOURNE HSE.	5.95	5.05	
*SSKIST	SKI STAR 2000	RICHARD SHEP.	7.95	6.15	
SKODA	SKOOL DAZE	MCS LIMITED	5.95	5.00	
SSLICK	SLICKER PUZZLE	DK'TRONICS	5.95	5.05	3.25
SNOSP	SNOWBALL	LEVEL 9	9.95	8.45	
SSOFTA	SOFTAID	QUICKSILVA	4.99	4.45	
SSPASH	SPACE SHUTTLE	ACTIVISION	7.95	6.65	
*SSPEOP	SPECIAL OPERATIONS	LOTHLORIEN	5.95	4.95	
SPECT	SPECTRON	VIRGIN GAMES	5.95	4.45	2.45
SPESP	SPEED DUEL	DK TRONIKS	5.95	4.75	2.95
*SSPIDER	SPEEDERMAN	ADVENTURE INT.	9.95	8.45	6.45
SPLSP	SPLAT!	INCENTIVE	6.50	5.55	
SPOHE	SPORTS HERO	MELBOURNE HSE.	6.95	5.55	
*SSPYHU	SPY HUNTER	SEGA (U.S.GOLD)	7.95	6.65	4.95
*SSQUAS	SQUASH	NEW GENERATION	7.95	6.25	
*SSTARI	STARION	MELBOURNE HOUSE	7.95	6.15	
SDS	STEVE DAVIS SNOOKER	CDS MICROSYSTEMS	7.95	6.75	5.45
STE	STOP THE EXPRESS	PSION	5.95	5.05	
STRLO	STRANGELOOP	VIRGIN	6.95	5.90	
SUPCH	SUPERCHES III	CP SOFTWARE	8.95	7.60	
*SSUPER	SUPERGRAN	TYNESOF	9.95	7.75	
SYSSP	SYSTEM 15000	FERRANTI & CR.	9.95	8.45	
TABLE	TABLESUMS	GRIFFIN	7.99	6.45	
*SARAKN	TALES OF THE ARABIAN NIGHTS	INTERCEPTOR	5.50	4.25	
*STAPPE	TAPPER	SEGA/U S GOLD	7.95	6.15	
STAS2	TASWORD TWO	TASMAN	13.90	10.75	
STECTE	TECHNICIAN TED	HEWSON	5.95	4.60	
TELEV	TELEVISION (SINCLAIR POCKET)	SINCLAIR	99.95	94.95	
TILER	TILER	INTERCEPTOR	5.50	4.70	
TIME	TIME	STELL	6.95	5.95	
TIMEG	TIMEGATE	QUICKSILVA	6.95	5.55	3.45
TNN	TIR NA NOG	GARGOYLE GAMES	9.95	8.45	
TITAN	TITANIC	R & R	7.95	6.75	
TLL	TORNADO LOW LEVEL	VORTEX	5.95	4.50	
TODSP	TOWER OF DESPAIR	GAMES WORKSHOP	7.95	6.75	
*STRAAX	TRAAX	QUICKSILVA	5.95	5.05	3.25
TRASH	TRASHMAN	NEW GENERATION	5.95	4.45	
TWTSP	TRAVEL WITH TRASHMAN	NEW GENERATION	5.95	4.95	
*STRITR	TRIBBLE TROUBLE	SOFTWARE PROJ.	5.95	4.60	
TKVSP	TWIN KINGDON VALLEY	BUG-BYTE	9.50	7.60	
UNDER	UNDERWURLDE	ULTIMATE	9.95	8.45	
URBUP	URBAN UPSTART	RICHARD SHEP.	6.50	5.55	
VALHA	VALHALLA	LEGEND	14.95	12.95	11.00
VALSP	VALKYRE 17	RAM JAM CORP	9.95	8.45	
WHEEL	WHEELIE	MICROSPHERE	5.95	4.45	
WWH	WILD WEST HERO	TIMESCAPE	5.95	4.45	1.95
*SWITCA	WITCH'S CAULDRON	MIKRO GEN	5.95	4.60	
*SWIZLA	WIZARDS LAIR	BUBBLEBUS	6.99	5.40	
WORDG	WORDGAMES	GRIFFIN	7.99	6.45	
WORDS	WORDSPELL	GRIFFIN	7.99	6.45	
WCF	WORLD CUP FOOTBALL	ARTIC	6.95	5.55	
*SWSB	WORLD SERIES BASEBALL	IMAGINE	6.95	5.40	
WORSE	WORSE THINGS HAPPEN AT SEA	SILVERSOFT	5.95	4.75	
*SWRIGG	WRIGGLER	ROMANTIC ROBOT	5.95	4.95	3.95
SZAXXO	ZAXXON	SEGA	7.95	6.65	
ZIPZA	ZIP ZAP	IMAGINE	5.50	4.15	0.95
ZOMZO	ZOMBIE ZOMBIE	QUICKSILVA	6.95	5.90	
ZZOOM	ZZOOM	IMAGINE	5.50	4.15	0.95

\* THESE ITEMS ARE NEW SINCE THE LAST LISTING WAS PRINTED

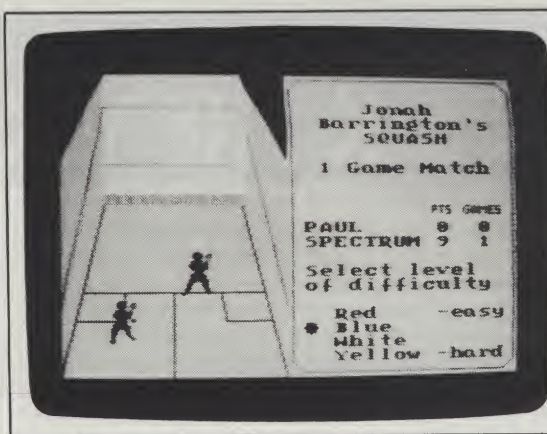


# SQUASH



Machine:  
48k  
Joystick:  
Any—  
redefineable keys  
Category:  
Arcade  
Publisher:  
New Generation  
Review:  
Neil Atkinson

Yet another game to be computerised, and although not as tiring as the real thing, nearly as exciting. Before the game starts you have to choose one of the 5 skill levels, whether you wish to play the computer or a friend, and define the



keys that you wish to use. There is a choice of a 1, 3, or 5 game match. The playing screen is divided in half. The left half shows the squash court in 3D, as if you are looking through the back wall. The two players are superbly

animated, waiting for you to press the fire-button to serve. The right half of the screen shows how many points or games each player has, and who is the current server. It also details what is going on in the match, telling why there is a foul,

who wins the point, etc. The rest of the game basically depends on the players' skill, and the hardest level plays a pretty mean game. One of the attractive features of the game is the speech. No extra hardware is required for the computer to announce the scores, even if it's a somewhat tinny voice.

The criticisms we have of this game are that the playing area is rather small and that the two players are hard to tell apart, only being distinguished by a white band on the shorts. Nevertheless, overall Squash is a good piece of software that is fun to play.

#### Ratings:

Graphics: 7  
Sound: 8  
Colour: 6

Originality: 8  
Interest: 7  
Order code: SSQUAS

## Fantastic Voyage



Machine:  
48k  
Joystick:  
Kempston  
Cursor Type  
Category:  
Arcade/Adventure  
Publisher:  
Quicksilver  
Review:  
Richard Peace

This is another 'Game of the Movie', but with a slightly different plot. Your mission is to save the life of an important scientist who has just been in a car crash. He, and only he, holds the secret of prolonging human miniaturisation for more than 60 minutes.

In order to do this you have been reduced in size by Dr. Ernst Hacker's Reducto Ray and are placed within his body. The only way to escape is to reassemble your submarine, which has been scattered around the host's body. While doing this, however, it is necessary to ensure that Hacker doesn't die or you will also. Once each part of the submarine has been located it must be taken to the brain and dropped on a ledge ready for construction. When fully built it will miniaturise and you can then escape from the body. Around the body are several obstacles to be

bypassed. Infections take place from time to time causing the body temperature to rise. If these are not dealt with quickly, using your laser, the patient will die. Growths are also found in certain organs and these can be removed by taking a white blood cell and releasing it near the offending part. Cholesterol blocks some veins and organs and can be removed temporarily using your laser. It grows back once you leave a location and can only be shot if it blocks something vertically (your laser only fires left and right). Viruses must also be destroyed before they destroy you.



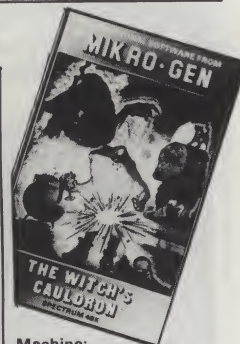
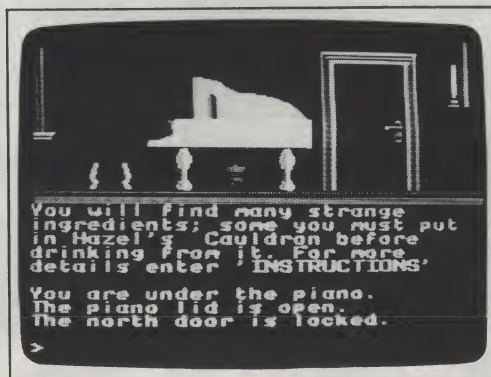
The graphics in this game are quite effective, especially the valves in the veins and heart, and the diver you control moves quite smoothly. The game has some educational value and all control keys can be redefined for simplicity.

#### Ratings:

Graphics: 7  
Sound: 5  
Colour: 6

Originality: 10  
Interest: 8  
Order code: SFANVO

## The Witch's Cauldron



Machine:  
48k  
Joystick:  
n/a  
Category:  
Adventure  
Publisher:  
Mikro-Gen  
Review:  
Richard Peace

The wicked Witch hazel has cast a spell on thou and likened you unto a toad! presently must thou concoct spells and potions so that thou mayest regain thy human form. On with thy search and may luck befall thee. Witch's Cauldron is a graphical adventure set in the time of witches, wizards and magic. Turned into a toad by hazel, you must explore her home to find spells and use her cauldron so that you can return to normal life. Being a toad however, has certain limitations and therefore the jump from toad to human can't happen in one stage. You must therefore take many forms during your adventure and step by step reach your goal. This adventure is very complex, with a vocabulary of nearly 300 words, 100 different locations, and many varied objects.

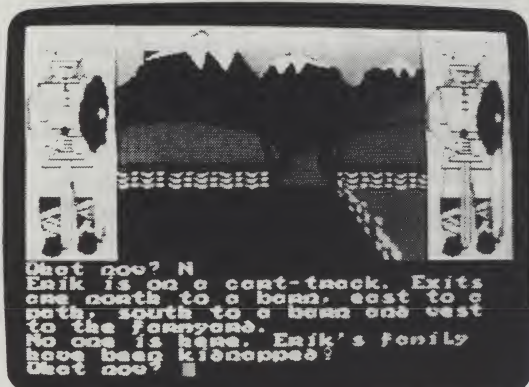
The game is very informative (HELP gives over one page of information) and features all the usual adventure commands as well as some others. Input is in the form of sentences and response is very fast. The text for this adventure has been neatly re-defined in 'block characters' and is easy to read. The graphics are reminiscent of games such as 'Pyjamarama' and 'Everyone's a Wally' and are very clear. Your toad character can be seen in each picture and moves as you tell it (ie under the chair, into the fireplace). Witch's Cauldron is not really suitable for young children but will be a challenge for the more 'seasoned' adventurer.

#### Ratings:

Graphics: 8  
Sound: n/a  
Colour: 7

Originality: 8  
Interest: 7  
Order code: SWITCA





Previous level Nine adventures have been purely text with no graphics whatsoever, but in Erik the Viking they have departed from their standard, producing a pleasing combination of pictures with splendid re-defined characters. If you are a fan of text-only adventures however, the pictures can be 'turned off' with one command. Your task, as Erik, is to rescue your family who

have been kidnapped by the ruthless Dogfighters (huge men with dogheads) and imprisoned. Aided by your friends you must board your viking ship, the golden Dragon, and set sail across the wide ocean. On your travels you will meet many creatures apart from the Dogfighters. There is the evil enchantress, the dolphin blowing bubbles and many others including an invisible wizard who is not all that he boasts.

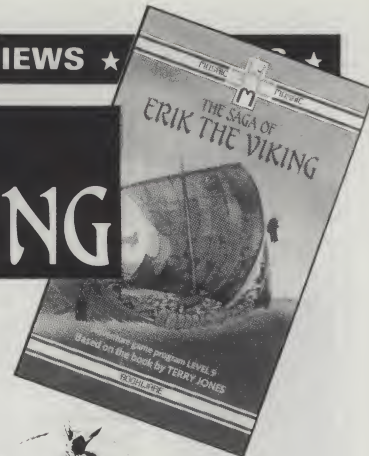
Machine:  
48k  
Category:  
Adventure  
Publisher:  
Mosaic/  
Level 9  
Review:  
Richard Peace

## THE SAGA OF ERIK THE VIKING

The village in which you start is an authentic viking settlement and contains such places as a smithy, a great hall and even a viking sauna!

The graphics contained within the program are very good but can take a fairly long time to be displayed. The text is concise but provides all the necessary details for movement. There are over 200 locations and many varied objects to be collected on the journey. The game is packaged in a video-cassette type box and contains a book detailing instructions and extracts from the book 'The Saga of Erik the Viking' by Terry Jones of Monty Python fame.

The adventure is great fun

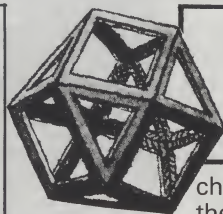


to play and is not over-hard. A clue-sheet can be obtained from Mosaic! We have so far obtained 450 out of a possible 1000 and have achieved the rank of House-carl. Many early adventures for the Spectrum became boring after a short time due to movement limitations but this game, we are pleased to say, does not.

#### Ratings:

Graphics: 9  
Sound: n/a  
Colour: 8

Originality: 7  
Interest: 8  
Order code: SETV



Throw away your light pens—Leonardo offers a much better, cheaper way to create graphics. As Creative Sparks say "Leonardo is a graphics utility which offers the user a huge range of facilities, in fact the only limit is your imagination" and we couldn't agree more. The package comes complete with a well written, easy to understand instruction manual that takes one hundred pages to detail the program's facilities and applications, so we will just highlight a few and from these you will be able to see just how powerful this program is. The best feature, in our view, is that you can use the joystick to guide the

cursor around the screen. Sounds simple? It is but we think that this is the first time it has been exploited. We found it far easier to use than any of the Spectrum light pens, as it can be used in conjunction with the keyboard to create fantastic graphics. By moving the joystick the cursor on the screen moves in the appropriate direction. Whether it leaves a line or not is governed by the "fire" button. In the top left hand corner of the screen is a small box that, as well as showing the cursor position in rows and columns, indicates "cursor" or "plot". When it displays cursor no line is left. Press the fire button on the joystick and the display will

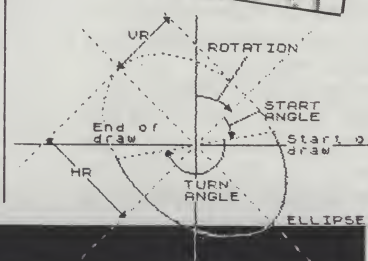
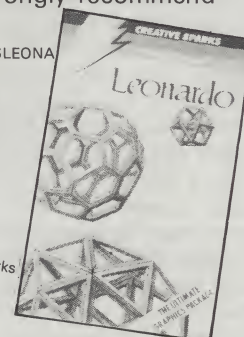
change to "plot" and now the cursor will leave a line—it's that simple. Another feature that impressed us was the fineness of the line that was drawn—curves too were very smooth. Freehand drawing is far, far easier with "Leonardo" than with any of its rivals—software or hardware.

Basic control of the program is divided into two parts: **Joystick**—which as explained moves the cursor and **keyboard** that controls what is actually drawn. Nearly every key on the keyboard has a function (most have two) that is activated when the key is pressed. The functions may happen straight away, like "clear screen" for instance, or they may need some additional information. When this happens the bottom third of the graphics window is taken up by the settings, and once you have changed the characteristic you want to, the full screen reappears. The keys are

used to control facilities such as the drawing of arcs, circles, filling in around or inside shapes, scrolling or magnifying. Screens can be dumped to a ZX Printer or saved on tape. Graphics-created using "Leonardo" can be incorporated in your own programs. "Leonardo" is simply the most advanced Spectrum graphics package and we would strongly recommend it.

Order code: SLEONA

Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Sinclair  
Category:  
Utility  
Publisher:  
Creative Sparks  
Review:  
Neil Atkinson

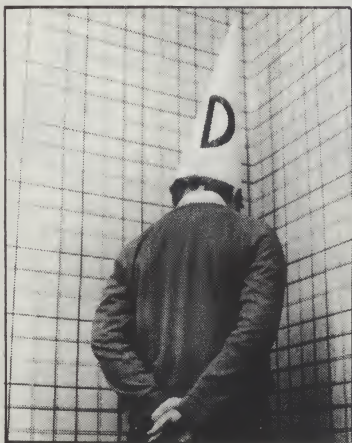






Machine:  
48k  
Joystick:  
None  
Category:  
Adventure  
Publisher:  
Beyond

Following our rude comments about this program in the last issue we received an irate 'phone call from Beyond to say that every copy of Doomdark's Revenge has a sample of 'Psytron' on the reverse side! (Glad to see someone reads the magazine—Ed). The picture therefore shows reviewer Neil doing "Time"—and although you can't see it he's got a very red face!



### Review

As you might have guessed this program is the follow up to the hugely successful **Lords of Midnight**. This time the author, Mike Singleton, has increased the number of locations to 6000 and has made an enormous improvement to the graphics.

Again you play the role of Luxor the Moonprince, fresh from his victory over Doomdark, who has just discovered that Morkin, his son, has been kidnapped by Shareth the Heartstealer, daughter of the late Doomdark. Your task as Luxor is to travel across the Icemark (the lands to the north of Midnight) and rescue Morkin. At the start of the game there are three characters under your control. Luxor the Moonprince, Tarithel the Fey, and Rorthorn the Wise. Morkin is uncontrollable until you have secured his release from Shareth.

A keyboard overlay is provided with the game, detailing key-presses for characters, movement, etc. but unlike Midnight there are additional facilities such as *Check Battle* and *Check person*.

The graphics are clearer than those in the Lords of Midnight and the background colours change from red (dawn) to dark blue (at night). There is



also a shifting mist which glides across Icemark draining the energy of those caught within its ice fingers. Cities, fortresses and huts have been added and the trees have been made more realistic. The panoramic views through the eyes of the characters are on the whole neater than in the Lords of Midnight.

It is not necessary to have played the Lords of Midnight to play Doomdark's Revenge as

they can be played independently. Played together, however, they produce an exciting adventure/wargame unlike any other. Doomdark's Revenge is more playable than Lords of Midnight largely due to the graphics. We eagerly await the release of the third in Mike Singleton's Trilogi, the **Eye of the Moon**. What else can he come up with???

#### Ratings:

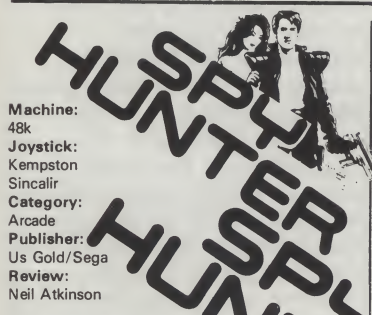
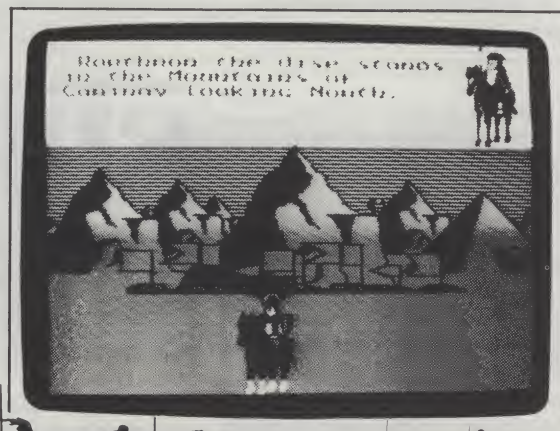
Graphics: 9  
Sound: n/a  
Colour: 7

Originality: 8  
Interest: 9

Order code: SDOORE



Review:  
Richard Peace



Machine:  
48k  
Joystick:  
Kempston  
Sincalir  
Category:  
Arcade  
Publisher:  
Us Gold/Sega  
Review:  
Neil Atkinson

At last! a game that hasn't got a five page background story or miles of instructions. One minute spent glancing over the instructions and then start playing. A refreshing change from the games that try to hide their faults behind reams of storyline! Spy Hunter is a fast action driving and shooting game. You are in control of the Spy Hunter car that has an almost unlimited arsenal of weapons. The scene is a

road, winding in between fields, deserts and across bridges. Where the bridges are closed there are detours leading down to boathouses on the edge of the river. When the car passes through the boathouse it changes into the spy-hunter boat and the game continues on a river that takes the place of the road, winding through the fields.

both on the road and in the water there are other vehicles that are intent on your demise. there are "road lords" that cannot be shot but have to be knocked off the road, "switchblades" that extend buzz-saw hubcaps to slash you car. In the air there are helicopters that drop bombs on the spy car.

The game starts with the

white Weapons Truck driving along the road, stopping, and the Spy Car rolling out. At the start the Spy Car is only equipped with a machine gun, but as the game goes on you will occasionally see the Weapons van. If you drive up the ramp that it extends and into the van you'll receive another type of weapon—smoke bombs, a rocket to shoot down the helicopter or oil to leave a slick on the road.

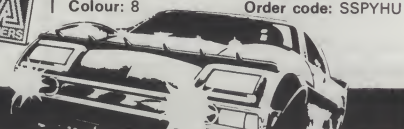
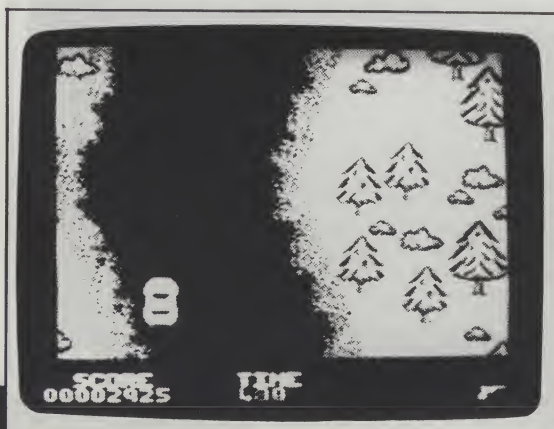
A really enjoyable arcade game that you can play for ages. Clear graphics and good use of colour throughout the game. Recommended.

#### Ratings:

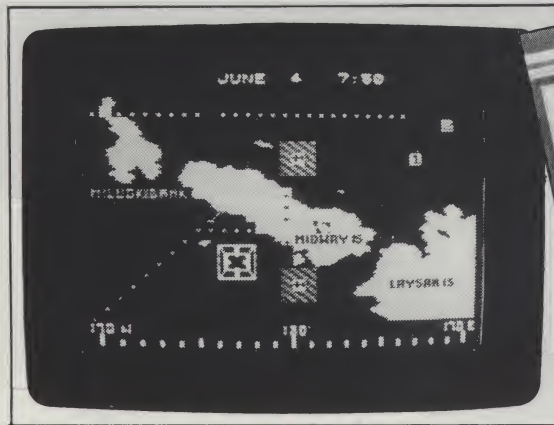
Graphics: 8  
Sound: 7  
Colour: 8

Originality: 8  
Interest: 7

Order code: SSPYHU







Battle for Midway puts you in command of the US Pacific fleets six months after the Japanese attack on Pearl Harbour. It is your task to stop the Japanese invading Midway Island and to sink as many of their aircraft carriers as possible.

Firstly you are given a large scale map showing an overview of your own forces, from which forces can be manoeuvred, aircraft launched, landed and sent on attack missions. Secondly you have constantly updated details of those forces down to the

last fighter. Thirdly you are given a visual representation of the battle and your forces at every stage. Battle for Midway is not a simple game, having been designed for the person who enjoys a stimulating intellectual challenge.

However, although complex it is easy enough for anyone to learn to play if he follows the detailed instructions. There are also 3 different skill levels, from beginner to expert.

#### Ratings:

Graphics: 6  
Sound: 7  
Colour: 7

Machine: 48k  
Joystick: Kempston  
Sinclair  
Category: Strategy  
Publisher: PSS  
Review: Neil Atkinson

Originality: 7  
Interest: 7  
Order code: SBATMI

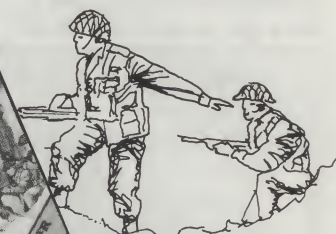
Lead your team of four other soldiers in seven different missions centered upon a German Compound. The scene is set when you receive a letter from HQ, detailing your task, and you must then go about selecting the right men for the mission. This is done by interviewing each man and selecting the ones with the necessary skills. 30 skills are available and each soldier can use two specific ones—except for the leader that is. Apart from a specific skill, the leader can use any of the 30 skills five times during the mission. The use of different skills gives the game its originality. By combining up to three skills complex manoeuvres can be carried out. (ie. a cartographer can map out your route while a sniper keeps guard and a scout scans the surrounding area).

The game is described as a 'graphic' adventure but this is not as in the sense of games such as The Hobbit where the location is actually drawn, but like looking at a map. The screen of the forest in which you land does not give you accurate details but more of an impression of what you saw from your parachute on the way down. Other 'maps' are displayed during the game, for instance in caves and houses.

## SPECIAL OPERATIONS

At various points during a mission your team may come across a German Patrol and here a different 'map' is presented. You must designate which soldier will attack which enemy and also move into a good position. Two hits on an enemy will secure his death and likewise will two hits on one of your men. A doctor may come in useful here!

Objects are scattered in caves, houses, etc. and these may be kept for future use. A time limit for completing each mission can be set by the user—the time when the rendezvous plane will arrive. The vocabulary is pre-set and consists of directions (*ms* for move south and *mn* for move north, etc.) and others for selecting and cancelling skills during a



Machine: 48k  
Joystick: None  
Category: Adventure  
Publisher: Lothlorien  
Review: Richard Peace

mission. All equipment found may be listed and the teams health status may be displayed.

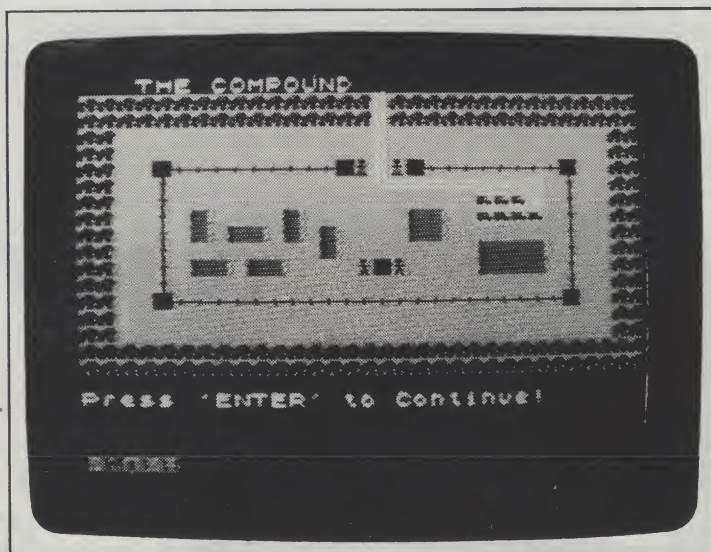
The adventure is good fun to play and our only criticism is the movement vocabulary which becomes tedious (having to prefix each command with an 'm'). Most of the graphics are adequate but are not intended to be arcade standard (the team is represented as a black flashing square on the map!).

Overall the game is quite difficult, (some experimenting will be necessary to find the use of all the skills), and due to there being seven different missions it will take a long time to master. As a final point, each time the game is played it is slightly different and thus is very playable.

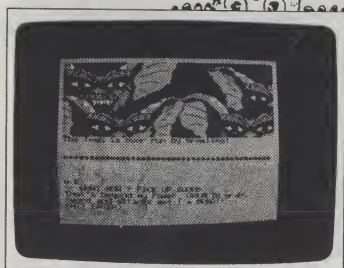
#### Ratings:

Graphics: 4  
Sound: 2  
Colour: 4

Originality: 7  
Interest: 7  
Order code: SSPEOP

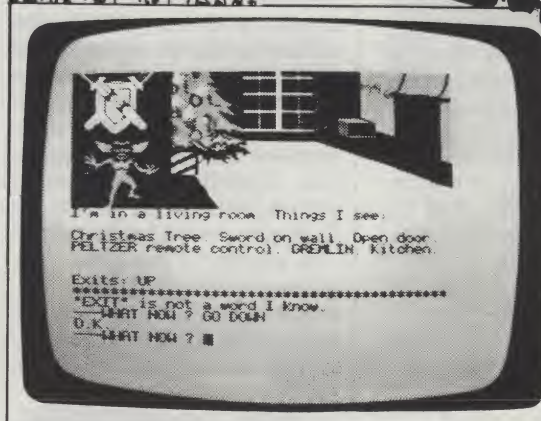






"Gremlins" is another game that has taken its inspiration from a movie. If you have seen the film it will certainly help, but it's not essential. For anyone that doesn't already know—gremlins are bad news! If you saw the film, you will know that Billy's father brought him a cuddly little creature home from his travels. This is a Mogwai. Billy got three warnings about looking after Mogwai—keep them out of light—never get them wet—and the most important thing . . . never, no matter how much they cry, no matter how much

they beg, never, never feed them after midnight. In due course, however, the Mogwai becomes exposed to light, which isn't too bad, but when it accidentally gets wet, it multiplies. Finally, Billy is tricked into feeding the offspring after midnight, and they turn from lovable pets into deadly enemies. This is where the adventure starts. The gremlins are causing chaos all over the town of Kingston Falls. With the help of Gizmo, the original and friendly Mogwai, Billy has to save the town from being overrun by the gremlins. The story sticks loosely with the plot of the film, which may have made it a little predictable. Nevertheless, "Gremlins" is one of the best adventures that we have had the pleasure of playing. There is an excellent graphics window accompanying nearly every location. The



Machine:  
48k  
Joystick:  
No  
Category:  
Adventure  
Publisher:  
Adventure  
International

vocabulary is quite adequate, with the facility to enter whole lists of actions and sentences in one go.

A good adventure that can be highly recommended.

#### Ratings:

Graphics: 8  
Sound: None  
Colour: 8

Originality: 8

Interest: 8

Order code: SGREML

#### Storyline

"Many eons ago one man set out to become master of all. His life was too short for him to complete the task that he vowed he would finish so he decided to store the wisdom until he could return to reclaim it in a future life. He entombed it with him and to this end he created the Gyrion . . .

#### The Gyrion

The Gyrion consists of two labyrinths, one inside the other. The outer labyrinth is called the Atrium, the inner the Necropolis. The Atrium has twelve zones, and only when you find a certain sundisc in the Atrium's twelfth zone can you enter into the Necropolis. The Gyrion is protected by an inner defence system which consists of Celestial Spheres and Towers of Silence. Celestial Spheres are large spheres that to contact is fatal. There are apparently 55 of them, although you usually see one at a time. The Towers of Silence stand out above the corridors of the Labyrinth and emit a destructive energy field.

# GYRON

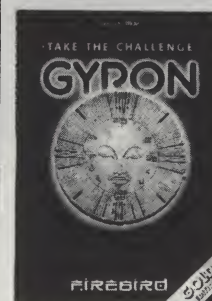
#### Your Mission

Your mission is to enter into the hidden Palace of Wisdom. To do this you have control of a "Hedroid". This is a craft equipped with lasers that can move in any direction.

#### Playing The Game

Side one of the tape has an easier version of the game, side two is harder. Most of the screen is taken up with the Hedroids view-screen, which is the large square on the left hand side of the screen. Through this the player can see the walls of the corridors, any Spheres

or Towers in the vicinity, and the starry sky. When you press the "fire" button, lasers from two points on each side of the screen about a third of the way up the view screen fire to meet in the middle of the screen. The point where they meet can be moved around by moving the joystick with the fire button held down. The little square at the bottom of the screen shows the lateral position of the Hedroid. When you move the joystick the square moves to the left or right and the Hedroid turns down a corridor. The Towers of



Machine:  
48k  
Joystick:  
Kempston  
Cursor  
Category:  
Arcade  
Publisher:  
Firebird  
Review:  
Neil Atkinson

Silence can be destroyed by the laser or they may simply reappear.

#### Likes and Dislikes

Gyrion is annoyingly addictive, but so, so incredibly hard. The graphics are excellent and there is good use of colour, especially on the instruments on the side of the screen. The sound leaves a lot to be desired, with only an occasional bleep, but the rest of the game has such a high content that it isn't too noticeable. Gyrion is a game that should take a long time to finish. Sometimes we found the action a bit too slow on the easy level and too hard on the difficult level. Nevertheless Gyrion is, overall, an excellent arcade game.

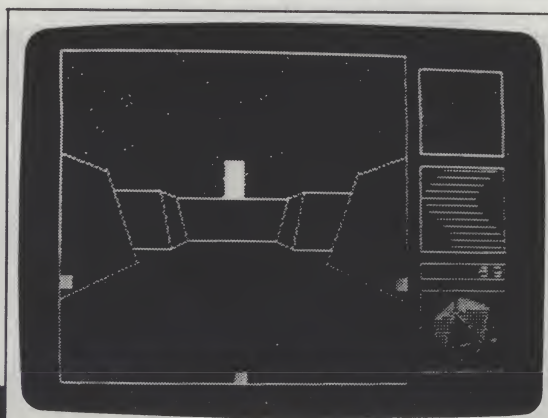
#### Ratings:

Graphics: 8  
Sound: 3  
Colour: 10

Originality: 8

Interest: 8

Order code: SGYRON

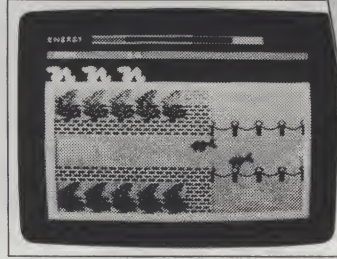




Wiggler is a superb maze arcade game with touches of platform action, in which you control a wriggling maggot, that has been entered into the Annual Maggot Marathon, and is determined to win first prize by finishing in under thirty years.

There are many different settings for the mazes, ranging from the garden to underground, and from the mansion to the scrubland. The garden is a complex maze, the scrubland a little less deadly but patrolled by ants. The underground has miles of stretching labyrinths, moving floors and walls to climb. The mansion is full of corridors surrounding a bottomless liftshaft.

The wriggler is a small excellently animated maggot, that moves rather

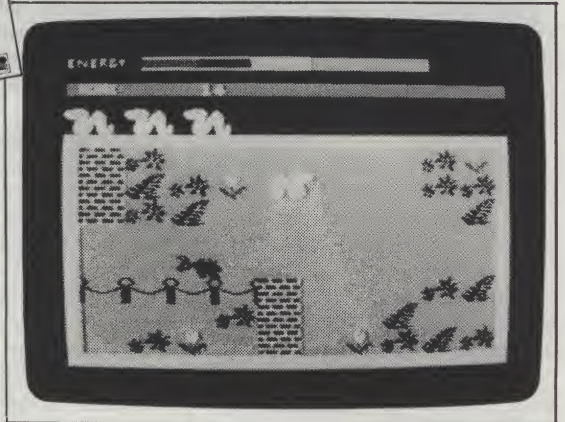


slowly, and this adds to the difficulty of the game. Most of the screen is taken up by the location, but at the top there is a bar showing the amount of energy Wiggler has. Also shown are the points and anything that Wiggler might be carrying. The energy is depleted gradually by moving around, but very quickly when you wriggle into any of the various spiders, ants, etc. that patrol the locations. Wiggler can top-up his energy by picking up food, and to complete



Machine:  
18k  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Romantic Robot  
Review:  
Neil Atkinson

# Wiggler



certain tasks he may need to pick up other objects. Wiggler is an excellent arcade game, with good graphics and fair sound.

Suitable for all ages.  
Recommended.

Ratings:

Graphics: 8  
Sound: 7  
Colour: 7

Originality: 9  
Interest: 8  
Order code: SWRIGG



Machine:  
48k  
Joystick:  
Kempston  
Sindair  
Protek  
Category:  
Sports Simulation

Publisher:  
Richard Shepherd  
Review:  
Richard Peace

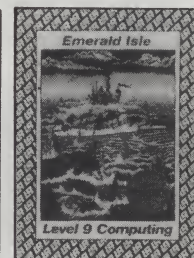
Richard Shepherd has finally managed to get this program onto the market and generally it is pretty good despite, or perhaps because of, the long wait. It simulates competitive skiing and features a course designer using 'icon' graphics to represent flags and other hazards. This feature allows unlimited courses to be designed to your own preferences. The game is totally user-defineable, with the exception of the graphics, and offers a *mode* facility which enables your favourite combinations to be

stored and later saved to tape. The icon graphics in the course designer are quite effective but it takes some time to clear a course for redesigning. A clear screen option from the main menu, features such as turn rate, shape of goggles, height, snow spray, and maximum speed can be altered. The actual racing part of the game features smooth three dimensional graphics showing items such as flags, trees, hillocks and crevasses but the more there is on the screen the slower the program runs and it is best to keep the courses quite simple. Slalom courses are the hardest to master but the program is a trifle slow and not totally realistic. Quite a decent game, however, and it is fun to play with a friend.

Ratings:

Graphics: 7  
Sound: n/a  
Colour: defineable

Originality: 9  
Interest: 8  
Order code: SSKIST



## emerald isle

Machine:  
48k  
Joystick:  
None  
Category:  
Graphic/Adventure  
Publisher:  
Level 9  
Review:  
Richard Peace

Level 9 are renowned for adventures with atmosphere and Emerald Isle is no exception. You take on the role of a pilot, employed in the Caribbean, and your plane has crashed on Emerald Isle in the Bermuda Triangle. Fortunately you escaped by parachute and on the way down remember the rumours about this lone island. It is fabled that only one person may leave; that being the King or Queen, and that each visitor to the island is tested, as will you be.

Within the adventure you will visit tree cities, meet peculiar people and travel upon the railway (after

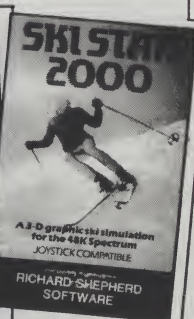
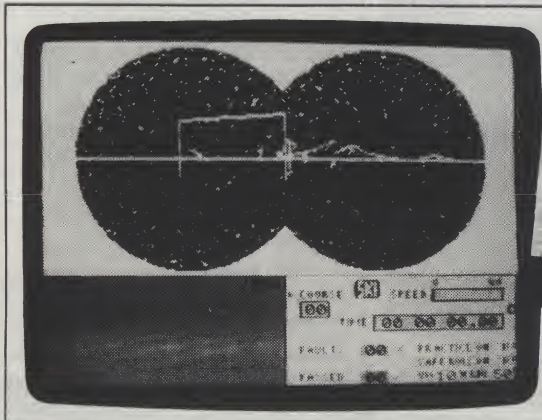
obtaining a ticket that is). What is the significance of the 'letters' dotted around the island and how do you outwit the spider?

This is Level 9's second graphic adventure and it combines all the atmosphere of their previous text adventures with well drawn illustrations of the locations. Another feature of their adventures is the logic applied to many of the problems. This is more believable than the obscure puzzles found in many other adventures. There are over 200 locations and the large box contains two posters and an instruction leaflet. As always with Level 9, a form is supplied so that a free HELP sheet can be sent away for.

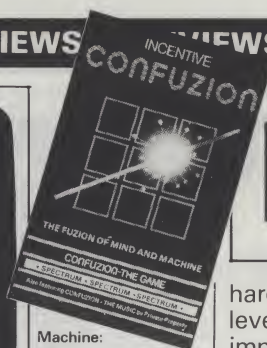
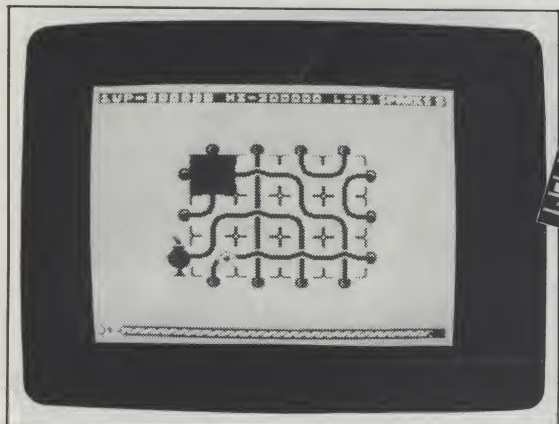
Ratings:

Graphics: 8  
Sound: n/a  
Colour: 8

Originality: 7  
Interest: 9  
Order code: SEMEIS





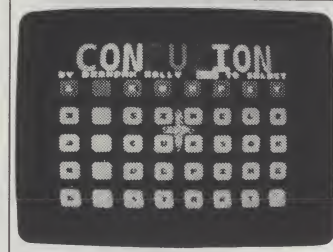


# CONFUZION

Machine:  
48k  
Joystick:  
Kempston  
Sindair  
Cursor  
Category:  
Arcade Puzzle  
Publisher:  
Incentive

hard enough but in later levels it edges on the near impossible especially with the sprinkler systems turned on, which may put the spark out.

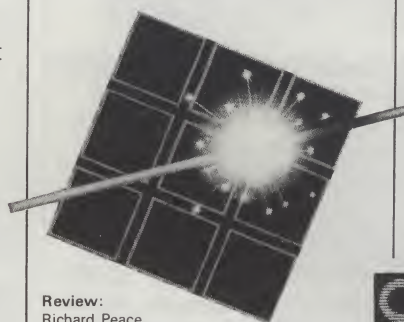
The game has numerous features including a Multi-player consideration feature which allows up to 8 players to contend and restart their game even if



As the title suggests this game is totally and utterly confusing and takes a little time to get used to. The final object is to destroy the complete complex (try saying that quickly) by eliminating the entire explosive stock pile and this is done by detonating each bomb in turn.

This may sound easy—until you realise that each bomb is situated at the sides of a sliding-block type puzzle

and upon each block there lies a series of wires. These blocks must be moved around to connect with the bomb so that the spark that constantly fizzles across the wires comes into contact with the bomb. An added difficulty is that the fuse length gradually decreases and eventually goes out. If you've tried sliding block puzzles and found them hard, just wait until you see this. The first few levels are



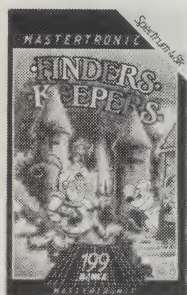
Review:  
Richard Peace

the others are still playing. The music provided on the B-side of the cassette isn't bad either. All the keys are redefineable and there are a total of 8-levels with 8 floors in each. Very addictive and enjoyable to play.

Ratings:  
Graphics: 8  
Sound: 9  
Colour: 9  
Originality: 10  
Interest: 9  
Order code: SCONFU

# CONFUZION

## Finders Keepers

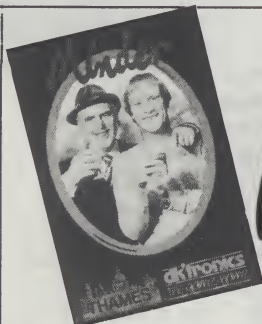


Machine:  
48k  
Joystick:  
?  
Category:  
Arcade/Adventure  
Publisher:  
Mastertronic  
Review:  
Richard Peace

Finders Keepers is a vast arcade adventure featuring very clear, detailed graphics and a new concept whereby objects found can be traded during the game with merchants that you may see on your journeys. Watch out for the teleport systems and don't get stuck in the maze or you may never find the exit. Control Magic Knight on his journeys but watch his stamina or that's a life gone!

This game is tremendous especially when you take into account the low retail price of £1.99 and the complexity of the graphics. If you want a playable arcade adventure but haven't got 7 to 10 pounds then this is for you.

Ratings:  
Graphics: 8  
Sound: 4  
Colour: 8  
Originality: 9  
Interest: 8  
Order code: SFINKE



# Minder

Become Arfur Daley in this excellent trading game from Dk'Tronics and get ready to try and make a fortune. Visit dealers, your lockup, Terry's flat and the Winchester Club on your travels and try to swing deals in order to make a "nice little earner". The game allows you to type in almost anything and is therefore much more fun to play than any normal trading simulation. Phrases like 'I'm askin a pony' or 'I want 20 sovs mate' are

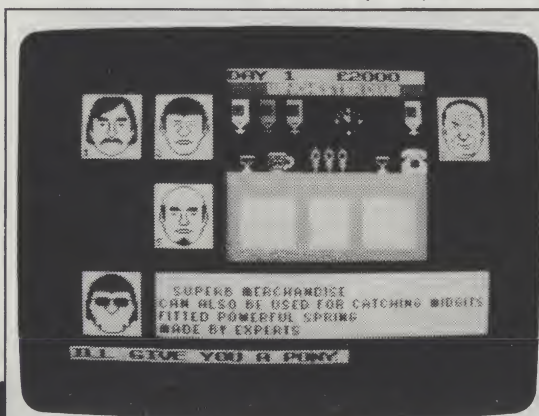
frequently used. Watch out for Inspectore Chisholm though—if he catches you with stolen goods then you're in trouble. The cast of the program is huge with people like 'Scabby Bott' and of course Terry popping up at different locations. These people are shown on the screen as portraits and are extremely realistic: Terry and Dave are instantly recognisable. Upon entering a location a character may decide to approach you and will appear at the base of the screen. When this happens their mouths move very effectively as they



speak. If you want, however, you can address a character yourself by pressing a number from 1-6 corresponding to the portrait number. Trading is not an easy matter. Prices must be judged correctly or you may scare a dealer off. Buying is relatively easy but occasionally there may be a bit of hassle. (It should be mentioned at this point that the game is not too suitable for under 13's, as some of it's rather rude—especially if you sell people stolen goods who then subsequently get 'nicked'.) Terry acts as deliverer, collector and occasionally a minder for when things get nasty. Pity he charges '100 sovs' a day.

The game is well presented, with a super tune when driving from place to place, and is great to play.

Ratings:  
Graphics: 9  
Sound: Great  
Colour: 5  
Originality: 10  
Interest: 10  
Order code: SMINDE



Machine:  
48k  
Joystick:  
n/a  
Category:  
Business  
Simulation  
Publisher:  
Dk'Tronics  
Review:  
Richard Peace





The various computer magazines are as controversial as ever in their reviews of the new releases. One of the few exceptions to this is **Starion** from *Melbourne House* which has received universal acclaim. *Sinclair User* give it four out of five stars, saying that "it can be viewed as a light educational adventure in time or purely as an arcade game. Whatever view, it's worth buying if only for the pleasure of turning history upside down". *Crash* rate it a smash with an overall 94%. They say "words cannot adequately describe the immense realism that the graphics manage to portray—to say that they are astonishing, astounding, phenomenal and . . . well startling doesn't even begin to say it". *Computer and Video Games* (C.V.G.) voted this "Game of the Month" in their June issue giving it ten out of ten for value and playability. They tell you not to hang about waiting for *Elite* to appear but to rush out and grab a copy of *Starion* from *Melbourne House*. (Better still, save a few bob and get it from us—Ed.)

The only magazine to review **Minder** before we went to press was *Sinclair User* who gave it a four star rating and the comment that "unfortunately the game is marred by the occasional bug in the interpreter. However, it could have been done extremely badly—to the credit of *Dk'Tronics* and *Thames T.V.* it is not all bad". Following our review of **Everyone's a Wally** in the last issue, C.V.G. have now rated this a star game with ten out of ten for playability and graphics. We didn't have room to review **Bruce Lee** in this issue, but you may be interested to know that *Crash* have rated it 91% overall and describe it as one of the best action packed animated games. C.V.G. also give it nine out of ten for graphics, playability and value. **Gyron** was one of the first releases to come out since our last issue, but it's worth mentioning that *Crash* voted it a smash and C.V.G.

# What The Papers Say

made it game of the month in their May issue. They rated it nine for graphics and value, and ten for playability with the comment that "once you get the hang of driving the hedroid around the maze you will be hooked!" C.V.G. are also enthusiastic about **Wizard's Lair** rating it ten out of ten on all counts except sound which gets only nine. They comment that the game is extremely well presented, great fun to play and terrific value for money.

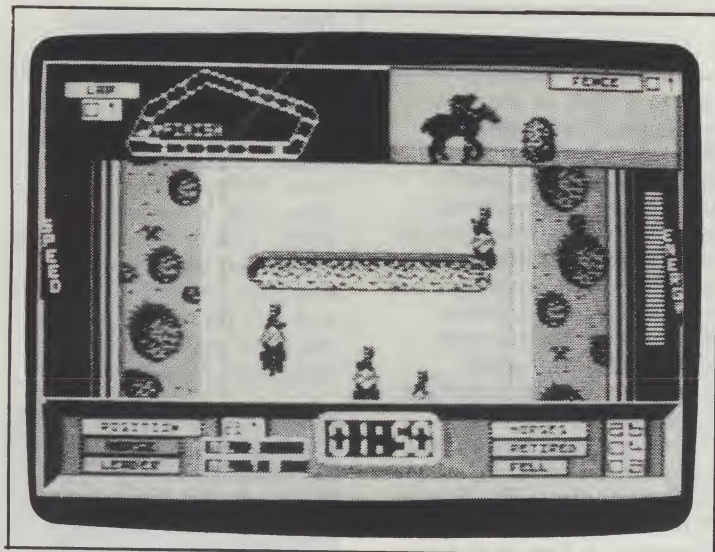
Like our own reviewers, *Sinclair User* found **Shadow Fire** quite slow to get into. They say "if you want a quick load-it-up and shoot'em down, don't waste your money. If you want a fast, innovative game which may well take weeks, buy it". They give it a five star rating and class it in the classic series. C.V.G. were almost as enthusiastic, rating it nine out of ten on all counts. They comment that having six characters to manipulate independantly there is always something to do! **Spy Hunter** gets a "miss" vote from *Your Spectrum*, *Sinclair User* give it a four star rating and *Crash* vote it a smash with 89% overall. They go on to say that "playability is high because there is such a lot going on all the time. A simple idea but the speed, variety and ferocity of the action makes it huge fun to play". There is not so much enthusiasm for **911TS** from *Elite*. *Sinclair User* say quite simply "don't buy it!" **Grand National**, also from



*Elite*, is less controversial although nearly everyone complains about the speed of the action. In *Your Spectrum* two out of three voted it a hit, while *Crash* comment that "the graphics are good and the colour is used well. This is definitely the best horse race game around and for once *Elite* have put a good game behind the graphics". *Sinclair User* on the other hand say the graphics are a little lack lustre, but still give it a four star rating. "The real joy of this game is the elegant way in which the top screen and main playing area interact with each other—the best thing that has been released by *Imagine*". That's what *Crash* have to say about **World Series Baseball**, together with an overall 91%. Two out of the three *Your Spectrum* jury voted this game a hit, saying that the big video screen at the back is a "real stunner". *Sinclair User* were not quite so enthusiastic giving it just a three star rating, but saying that it is fun and apparently realistic. High praise goes to **Dragontorc** from *Hewson Consultants*. *Your spectrum*

give it three out of three, while 92% overall is the rating from *Crash*. They describe it as a great arcade-adventure with plenty of tasks and challenges. **Micromega's A Day in the Life** seems to be a hate-it or like-it game. C.V.G. give it nine for value and eight for playability, and say that "the game isn't just good because of it's novelty value—it is playable too". *Your Spectrum* on the other hand describe it as a good "cheapy" being sold at the full price and vote it a three out of three miss. The same magazine, however, is totally enthusiastic about **Finders Keepers** which they describe as a colourful, well presented game. Finally, if you are confused about **Confuzion**, then puzzle no more, *Crash* say it's the sort of game which "gives frustration a good name", while *Sinclair User* say that "sheer mental agony is the basic consequence of an hour playing this game". If you're equally confused after reading all these summaries, then we don't blame you.





The best game yet from Elite and officially endorsed by Aintree, Grand National features some of the best graphics seen on the Spectrum.

The first part of the game displays the 'race report' in which details such as the favourite, the going, and the horses available to you (highlighted in black) are shown. Here, form, odds and betting may be analysed. From your observations you may choose to bet on a horse and then choose to ride a horse (you do not have to bet on yourself). All the well-known horses are featured, including Hallo Dandy, Corbiere and Greasepaint and each has its own characteristics. These take the form of ratings (Excellent Starter or Excellent All Rounder, etc.) and the horse's preferred ground conditions.

Decisions made here could spell success or failure. From here the game moves on to the race itself. Riding the horse consists of whipping it to go faster, jumping and steering to avoid the other horses. Hitting other horses may lead to a Stewards Enquiry and a fine or ban being levied. Timing the jumps is crucial and all the famous fences are included. The screen display consists of a top 'panoramic' view of the horses, as if viewed through a camera, and a side view at the top of the screen so that jumps can be judged. Energy and speed are also displayed in the form of bar graphs and

an information window is displayed beneath.

This window gives the leader number, your position, number of fallers, number of retirers and the time in the form of a digital clock. At the end of the race your success is judged and prize money and betting money is awarded (£40,000 for first place!). Points are also awarded for final position.

The graphics are excellent, especially from the side, and when the horse falls



the effect is stunning. Colour is used admirably and neatly. The text pages use 'icon' style graphics and are pleasant to look at giving a pleasing and enjoyable game to play.

**Ratings:**

Graphics: 10  
Sound: n/a  
Colour: 9

Originality: 10  
Interest: 8  
Order code: SGRANA

# Grand National

Machine: 48k  
Joystick: None  
Category: Strategy/Arcade  
Publisher: Elite  
Review: Richard Peace



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## Price Rise

With effect from 1st June we have increased the annual membership fee to £5. We make no apologies for this. The old rate set by the previous owners of the Club is just not sufficient to cover the cost of printing and mailing six magazines a year to

members, especially as we foresee the magazine growing in quality and size. We hope you'll feel that we still offer excellent value for money. Incidentally, if your subscription is about to run out, please don't send any money until we post you the renewal application form.

## HOTLINE

Our next issue will be out on Wednesday July 24th. In the meantime there will of course be a number of new titles released and you might not want to wait until then before making a purchase — after all, it's good to be one of the first to try out a new smash-hit, without having to pay shop prices! We have the answer. Our software list is updated every Thursday (the same day the films change at the Cinema) and you can telephone (0494) 450586 any time to find out about our latest recommendations. If you 'phone in the day our staff will update you on what's new and if it's after 6.00 p.m. or at weekends you can listen to a three minute recording giving details of titles, club prices and "Bonus" offers - where applicable.



## Reviewer's Choice

(Neil Atkinson sums up this issue's titles)

Already an undoubted success for Imagine, **World Series Baseball** must be my favourite game in this issue. Welcome back Imagine! In fact sports simulations are probably the games that have seen most progress recently. **Match of the Day** has been a run-away success—some reviewers still maintain that it's better than the Commodore **International Football**. Daley

**Thompson's Decathlon** is still a firm favourite of mine. Undoubtedly much of the appeal of such simulations must be that each game is different, rather than other types of games—arcade or adventure—where the same screens have to be worked through to get onto another level of the game, which is often the same screens again, just speeded up. I'm still trying to master

**Rally Driver**—this is again slightly different from the run of the mill games where you just drive around a seemingly endless track—these are so unrealistic they need not be driving games at all. If you replace the grass verges with deep space and the car with a spaceship you could be playing any arcade game. In fact I was recently playing a driving game made by a very reputable company (they shall remain nameless) in which I was shocked to find that even if I left the joystick unattended for more than a minute the car didn't even crash! Needless to say it wasn't a Spectrum computer game!

The program that I played with the longest in this issue would definitely be **Leonardo**—OK—it isn't exactly a fast moving game, and there's no two-channel sound, but as it's essentially a computer version of pencil and paper it holds endless fascination—well it did for me anyway and as *Creative Sparks* say, the only limit is your imagination.

**Starion** by Melbourne House has been receiving "rave reviews" all through

the computer press so when I came to review it I was expecting something quite special. Instead, I thought I was playing a slower version of the remarkable game **Dark Star** by Design Design, which hasn't received half the attention it deserves. After playing **Starion** a little longer it does become more individual, but the first impression of an overall resemblance to "Dark Star" (perhaps with touches of "Elite" on the BBC) still stayed in my mind.

On the adventuring scene I think that a remarkable innovation is about to take place if other companies take notice of *Beyond's* lead with **Shadowfire**. It is the first menu driven adventure—so there's no boring text entering. One grumble I have is that though you save ages by not having to type in responses, if you have the same trouble as I did initially getting to grips with the game you will not have saved that much time in the end! Out of all the games that I have reviewed for this issue I can safely say that **Shadowfire** took at least twice, if not three times as long to review. Never mind—it was worth it.

*Richard Peace*

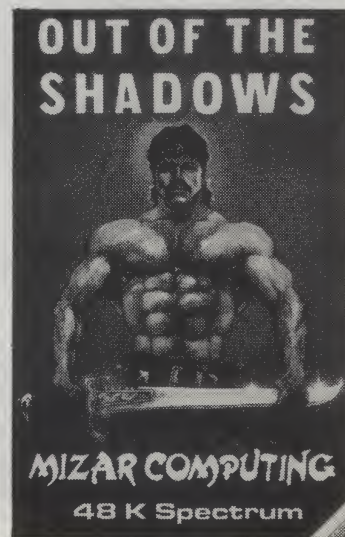
My favourite game since the last issue has to be **STARION**, undoubtedly because of the super graphics and the addictive qualities (see this issue)—with **MINDER** from *Dk'Tronics* running a close second, if only for the amazing facial expressions. In the line of arcade adventures **Wizard's Lair** from *Bubble Bus* has to be the tops and **Finders Keepers** from *Mastertronic* is excellent fun at only £1.99 RRP. Strategy games have caught some of the limelight lately, notably **Doomdark's Revenge**. Others such as **Special Operations** have not received much attention in the press but I still found enjoyment in that particular game. Several adventures that are

worth a look at are now available. For instance, **Emerald Isle** from *Level 9* and **Spiderman**, from *Adventure International*. I found *Emerald Isle* more to my tastes but **Spiderman** offers a good challenge and many good illustrations.

**Erik the Viking** is also good value and again comes from those masters of adventure, *Level 9*. Some games I would not recommend very highly are **A Day in the Life**, **Super-Gran**, and **Masters of Serebal**. *A Day in the Life* is not necessarily a bad game but compared with titles such as *Technician* Ted and *Pyjamarama* it does not come up to scratch—though a plus point is the amount of screens. *Super-Gran* is really not worth a look at, unless you're an addict of the TV series—the graphics are not good! *Masters of Serebal* would only be of use to a REALLY dedicated 'adventure' player and I didn't enjoy it at all.

## Into the Limelight

There's an excellent game on the market for dungeons and dragons freaks called **Out of the Shadows** by *Mizar*, which you might have difficulty obtaining from your local software shop. This is just to let you know that we have added this popular title to our list and will be reviewing it in the next issue of the *Spectrum Magazine*.



## PASS ON THE GOOD NEWS!

Do you know someone who would like to receive our catalogue, or perhaps our Commodore Club booklet. If so, please enter their name and address below, and indicate the type of computer they have. Remember, the more members we have, the better the discounts we can offer as our purchasing strength grows.

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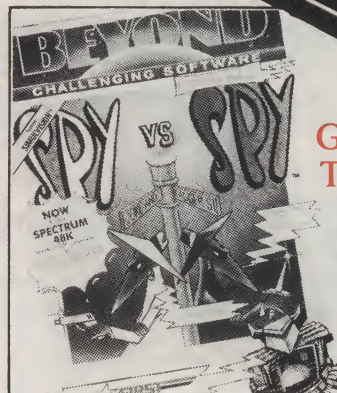
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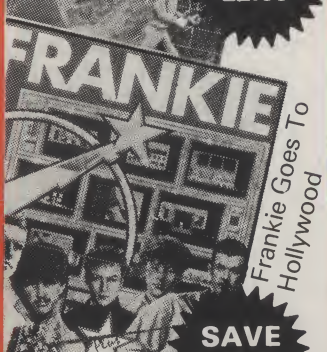


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## PIE-IN-THE-SKY MANIA?

"Look, there's twenty-two rooms, seven objects; one calculation of Pi is 22/7. The day's got to be right. Just which white horse is it? It clearly wasn't the one where six avid Pimaniacs sat supping their jars. Or was it? The White Horse Inn at Uffington did have a sundial in it. And who was that curious-looking fellow in the corner who kept sniggering every time we made mention of any computer game — especially Pimania?

The day was right. I arrived at a quarter to twelve — "be there at noon and I'll be there" sings a foreign-sounding Piman on Automata's free 'Hit Single'. We were on top of the Uffington white horse before noon. An ebullient crowdlet all stood on this blasted heath and did impressions of Groucho Marx and sang with slavonic accents. Some revealed garish pink t-shirts with men — or were they? — with long noses. As we arrived, the obvious comment was made. "Funny time, strange place, odd date to be standing in the wind and rain, isn't it?" or "You wouldn't be waiting for noon, would you?" The man in the pub said something about GMT and the fact that time had slipped about a quarter of an hour since the game's release due to the strange influence of magnetic



north. Not the place, sadly, for those golden diamonds very rare. And this quest would never have been made possible for half of us had the man (to quote the Piperson) who doesn't have a lot of hair not decided to make the Spectrum in the first place. Hurrah Sir Clive! "Where's the bu\*\*er got to?" enquired Paul with his typical north-country charm. Cars came and went. "This one's got to be it!" cried the hoard of frustrated pilgrims. How greed surpasses all else — even health and warmth. I'm glad it was found; I

INSIDE  
this issue

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— We look at how other magazines are reviewing the new releases

Mr. Software

couldn't have stood another year on the top of any hill in the teeth of a force nine and freezing rain. Roll on summer! Well, it was only the 22nd July.

As the soundtrack from 'Rocky Horror' punched its way from all four speakers, we remembered with longing those pints, those plates of scampi and lasagne verdi, that strange man who had vanished, under the sundial in a puff of orange smoke (as Paul so poetically put it). How could we allow ourselves another search for this heinous object. "At least it won't have been claimed." We all laughed to ourselves. Andy stepped from the car. Mark tried to 'phone Automata. No

Continued on back page.





The third issue of the Mr Software Spectrum Club magazine finds Input becoming more and more popular — please be patient — even if your letter doesn't find its way into INPUT in the next issue it could well turn up in a later issue. Anyway, on with this issue's INPUT, and to start a few of the many pokes that members have been sending in:

From Essex *Craig Fillary* has sent in a few pokes for endless lives:

Tranz Am — POKE 25448,0  
Kosmic Kanga — POKE 2394  
Atic Atac — POKE 36519,0  
Manic Miner — POKE 35136,0  
Jet Set Willy — POKE 35899,0

#### Dear Input

After reading your report on "Starion" (Melbourne House) and playing "Elite" on the Acorn Electron (not a patch on the Spectrum of course), I was wondering if you knew of any games for the Spectrum with the same kind of storyline and quality of graphics, available at the moment. Also I would like to congratulate you on such a high quality of presentation in your May issue, keep it up!

G. Stewart, Kidderminster.

Thanks for the complement, and if you thought the May issue was good, wait till you see the rest of this issue!

On the subject of "Elite" type games available, the only one that our review team could think of is the excellent *Dark Star* by Design Design, RRP £7.50, Club Price £6.35.

#### Spy Hunter Tips...

I have some playing tips for "Spy Hunter" by US Gold. When on the road, after playing the game for a minute, if you slow down and stop a weapons van will quite often appear. This happens throughout the game.

Whilst on the river, always keep a safe distance from the boats so as to be able to dodge the barrels. When you confront the helicopter, if you stop straightaway, the helicopter will stop ahead of you and drop bombs. If you stay in this position every time the helicopter drops a bomb you will get 150 points.

Andrew Moores,  
Hertfordshire.

#### Dragontorc Difficulties

Dear INPUT,  
Could you or any other members please help me with Dragontorc by Hewson Consultants. I have solved almost half the adventure (49.9% to be exact). I have still not finished the first part, the vaults of Locris. The problem is that I cannot find the vault key. I do have an item which looks like a glowing half-moon and which gives the words "the vault key is hidden in sanctuary", but I still cannot find it.

Secondly, how do I befriend the red demons in "The Witchwoods", and thirdly, where in "Webwood" is Merlyn's cave? I'd be really grateful if you could put me out of my misery!

George R. Drever, Orkney.

#### It's A Knockout

Brent McNish sent us two knockout codes to fight different boxers in "Frank Bruno's Boxing":

Fling Long Chop (Boxer 2) — LL6INB505.

Andra Punchedredov (Boxer 3) — IFAINA3M6.

Brent McNish, Tyne and Wear.

If you're an impatient Valhalla player, read on.... Those who are fed up waiting for their HELP and SUMMON commands to be answered may find this useful. First break into the anagram by putting six objects into a chest (can this be quite right? ED). Then remove line 6550 to get immediate response to HELP, and line 2005 to get immediate response to SUMMON. To restart type GOTO 9800.

Ian Gibson, Clydebank.

## Everyone's A Wally!

After printing David Tough's appeal for help with *Everyone's a Wally* we have been deluged with instructions on how to complete the whole game — often several pages long. Many thanks for your response, but as space is a little limited in this edition of INPUT, we have just extracted a few hints to help you on the way — after all it is more fun to do it yourself, isn't it?? (If you're still having trouble by the next issue, let us know and we'll print the whole thing.)

To complete *Everyone's A Wally* you must collect the letters B R E A K from around the town and take them to the safe. First change to Dick and get three gas masks. Now go to the sewers and stand on the ladder just above the ghost. When the ghost goes under jump down and go into the cave....B.

Moss, N. Yorkshire.

To get letter E get the hook and super glue with Wally. Go to work shed. Put hook on bench, then walk under vice with super glue. Now take the hook to the crane and put it on it. Change to Wilma, get parcel and rubber stamp. Take them to the Post Office and walk to the far end of it. Now take the parcel (saying parcel stamped) to the ship and exchange it for the E....Michael Whiteside, Preston, Lancs.

#### GOOD LUCK ALL YOU WALLYS!!!

From Surrey *Navaid Ahmed* sent us a few of his highest scores — perhaps if you've done better you could let us know —  
Ghostbusters — \$251,600.  
Skooldaze — 8,290 Points.  
Daley Thompson's Decathlon — 89,595 Points.

## BIGGER AND BETTER

Welcome to Volume 1 — Issue 3 of the Mr Software Spectrum Magazine, which we have renamed "48K". As before this issue breaks new records containing as it does twenty eight pages of editorial with nearly forty new products reviewed. With this issue also comes our new **Hardware and Utilities** supplement packed with reviews covering the most popular add-ons for the Spectrum, Spectrum Plus and Commodore 64.

We are not complacent, however, and we are always on the look out for further improvements to our magazine. If you have any suggestions please write and tell us. We welcome your letters.

### Back Issues

Back issues of the Mr Software Club Magazines are usually available. If you would like a copy please send 50p to cover the cost plus postage and state the issue number required.

## T.V. COMPETITION WINNERS

Our competition in Volume 1, Issue 1 to win a Sinclair Pocket T.V. was well subscribed. However, after a bombardment of complaintss from members abroad that the closing date was too soon, we extended the deadline by two months to give everyone a fair crack of the whip. The prizes are as follows:- **First Prize** (Sinclair Pocket T.V.)

Timothy Warke, Lisburn, Co. Antrim, Northern Ireland.

Runner-up Prizes (£5 software vouchers) Mr G. V. Tappern, Woodcote, Reading, Berks. Mark Deeley, Great Barr, Birmingham.

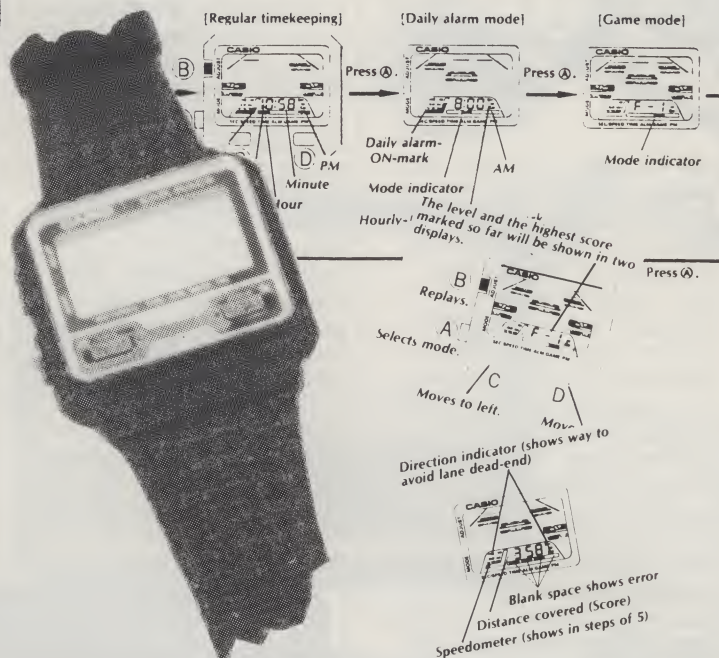
There should have been ten runners-up in total, but although a large number of you answered questions 1-3 correctly, you ignored question 4 altogether. Better luck next time.



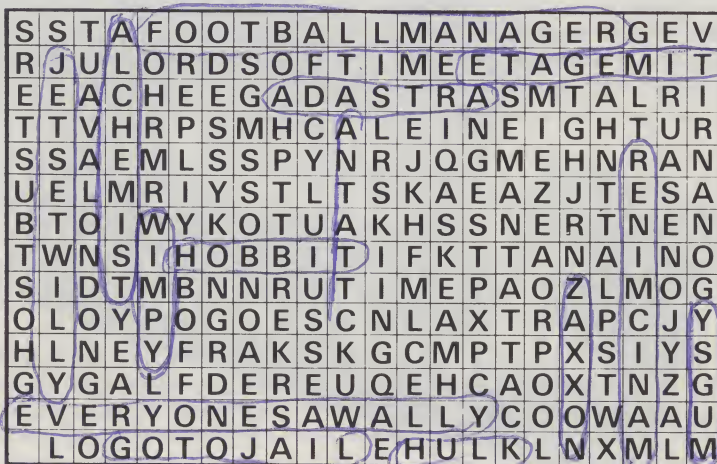
## IMPORTANT NEW DELIVERY ARRANGEMENTS

Those Club Members who have ordered products over the last few weeks will have noticed our new delivery arrangements. In August we completed work on a totally new Membership and invoicing program which is leading to a faster and more accurate service to Club Members. Inevitably, there were one or two teething problems immediately after installing the new programs which caused some orders placed in August to be delayed slightly. For this we apologise. The most important change is that it is no longer necessary for you to supply a red or blue self addressed label with your order. Simply fill in your name and address on the order form as usual and if you know it, your Membership number. Club Members are being allocated numbers as they are put on to the new system and your number will be printed on your invoice. If you wish the parcel to be delivered to someone other than yourself, **please indicate this clearly on the order form.** When your parcel arrives, a "Documents Enclosed" envelope may be stuck to the outside with your name and address showing in the window. Please remove the invoice which will be found inside this envelope (or in the pack itself) and check immediately that the goods inside the parcel match the details given on the invoice. In the bottom right hand corner of the invoice will be a statement of your account. This shows details of any balance brought forward, the method and amount of your present payment, and the balance carried forward if there is one. If you have any reason to query the invoice please do so **in writing** within seven days of receipt quoting your Membership number and the invoice number concerned.

## Three Casio 'CAR RACE' Watches to be Won



Solve our wordsearch puzzle given here and you could win one of three super "Car Race" watches that we're giving away as prizes. As well as keeping accurate time, the watch has an alarm feature and an exciting race game that challenges you to progress through three stages to complete the final section within six minutes.



### How to Enter

Hidden in the block of letters below are the names of a number of Spectrum games. Find as many titles as you can, write your answers on a postcard and send it in with your next order. The three winning entries will be those with the highest number of games found. In the event of a tie, the cards will be drawn from a hat.

The titles may be found horizontally, vertically or diagonally, reading normally or back to front. Check the price list for correct spelling — only titles from the list have been included in the game.

The closing date for entries is 31st December 1985. The names of the winners will be published as soon as possible after that. The decision of the judges is final and no correspondence will be entered into.

## HOTLINE

Our Hotline service, giving details of new titles released each week, is proving extremely popular. We have now installed an exclusive telephone line to handle your enquiries so that you can ring in 24 hours a day, seven days a week. The number to ring is 0494-450586. The Hotline is updated on Thursday of each week, the day the films change at the Cinema, and from time to time we make special offers to Hotline callers, so give us a ring.

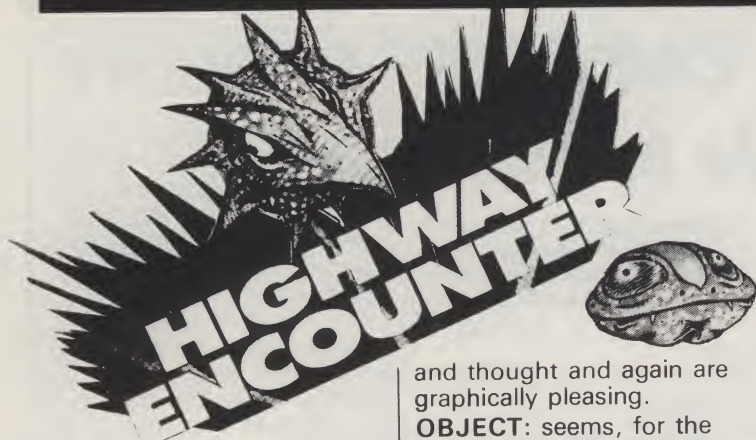
## STOP PRESS

Daley Thompson's Super-text is here! Just as we went to press it came into stock but we haven't had time to review it. Full report next issue!

## NEXT ISSUE

Our next issue will be published early in November. We are expecting a wealth of new releases over the coming six or seven weeks as Christmas approaches and as usual we shall be selecting those products that we feel worthy of a review. Expect a bumper issue to drop through your letter box about mid-November which should leave plenty of time for those wishing to order for Christmas presents. A cautionary note however. If you are ordering software as a Christmas present we recommend that you post your order no later than 5th December. The software industry does about 60% of its total business in November and December and this puts enormous strains on production capacities, so that supplies of the most popular titles can become erratic. Add to this the postal delays over the pre-Christmas period and you can see that it is essential to place your order early.





*Highway Encounter* comes from that stable of pin-sharp graphics, Vortex Software. It is a brilliant and original game which has exploited the Spectrum's capabilities to the full, is very pleasing to look at and is extremely addictive. Could you ask for more? Almost not. One extremely good sign is the inlay card. Quite often we have found that the graphics of the actual program fail to live up to those beautiful inlay cards. The one which comes with HE is intricate and colourful. So is the screen which loads whilst you wait for the game. The one is an almost direct copy of the other. The pages of information to which you have access immediately after loading has finished show a great deal of care

and thought and again are graphically pleasing.

**OBJECT:** seems, for the blurb that comes with the program, to be very old hat. There is some nonsense about the aliens having almost taken and destroyed earth. I yawned and expected the worst as I loaded the game. How wrong I was! The object is to survive thirty zones, numbered in reverse order, and take your lasertron — the world's most sophisticated weapon, if you didn't know — to zone zero. Simple enough, you say. That's until you realise that the aliens have sent out creatures of various types to stop you. There are flashing blimps, eyes on legs, wobbly-mouthed, three dimensional pacmen on legs, radioactive beacons, and flying saucers with shadows. The graphics are superb throughout. The screen is a *Zaxxon*-style 3-D set up; you move diagonally

from bottom left to top right. You have control over the lead Vorton, who to my mind looks more like a dalek. The roadway is split up into a grid, and you travel along in any channel on the grid. Control is achieved by the predefined keys, and joysticks; Sinclair, Kempston and AGF/Protek protocols are supported.

Along the roadside there are some great incidental graphics — crops growing, tree plantations and 3-D bridges and arches. The moving creatures are pseudo-sprite graphics and there are absolutely no colour-clashes at all. They have been worked out very well indeed. These sprites are not only very fast and extremely smooth in their motion, they are also inventive and original.

To complement the astounding graphics and originality of the game, the Spectrum's feeble sound facilities have been made to make some very realistic and imaginative sounds. Destruction of a monster or obstruction gives a particularly pleasing effect. A first rate game of great technical skill and thought. Buy it now!

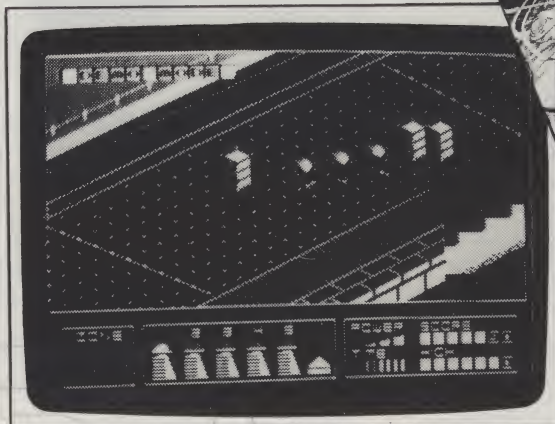
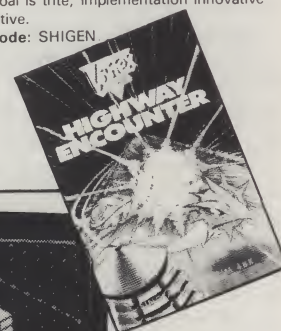
**Graphics:** 90% — Ultra smooth sprites of great detail and precision. Good explosions and incidental images.

**Sound:** 85% — High quality. Sounds as if it has been produced on some sort of synthesizer and the bytes transposed.

**Colour:** 60% — Creative and careful. There are no awkward sprite colour clashes at all. None in action — b/w.

**Originality:** 65% — The inlay card makes it sound so much more corny than it turns out to be. Goal is trite, implementation innovative and creative.

Order Code: SHIGEN



**Machines:**  
48K Spectrum,  
Spectrum +  
**Manufacturer:**  
Vortex Software  
**Category:**  
Arcade  
**Reviewer:**  
Sam Knowles

Alligata have chosen one of the hardest sports to simulate on a home computer and overall it is quite good. The game caters for up to 8 players to participate in a fishing match which can last for 1 to 90 minutes. After the initial selection of number of players and the input of names, pegs are distributed randomly to the players. There now follows a description of each peg and the water conditions so as to allow selection of the correct tackle and bait. The program then enters the match, displaying a spectacular view of the lake on the screen. The players must then sit around the keyboard and wait, as in real fishing, for a bite. This is registered as a flashing number on your peg. As soon as you get a bite you must press the number on



**Machine:**  
Spectrum 48K/Spect. +  
**Category:**  
Sports Simulation  
**Joystick:**  
n/a  
**Publisher:**  
Alligata  
**Review:**  
Richard Peace



the keyboard corresponding to the peg number. If you are successful then another screen will be displayed, showing an angler on the bank and the fish 'swimming' towards your line. When the fish gets near to your line you must strike by pressing the spacebar. Unfortunately this is not as simple as it sounds. If you have selected the wrong size hook or tackle it may snap, and if you strike too early then you will miss the fish. Tackle may be read-

justed at any point in the match by pressing 'T' and the peg description may be viewed by pressing 'P'. A range of tackle and bait is available as is the range of fish able to be caught. Our biggest fish so far is a 4lb 4oz Barbel and we have also caught a 1lb 10oz Crucian Carp, (pity the game doesn't display the full name but seems to insist on CRUCIAN CAR). The inlay provides some information to inexperienced anglers so you don't need to be a fisherman to play the game. Overall a fun game especially with a lot of people playing. Obviously the game holds more enjoyment for those with an angling background.

**Ratings:**  
**Graphics:** Lake 10, Angler 5  
**Colour:** 7  
**Sound:** n/a  
**Originality:** 10  
**Interest:** 8 (as an angler myself)  
**Order Code:** SMATFI



Fly in formation with the Red Arrows in a new kind of flight simulation from Database. Two programs come on the cassette, one which allows you to practice specific manoeuvres and another which allows you to fly in the whole display. Several options can be selected from the main menu in order to simplify your task. Selecting one of these causes your score to be halved. These extras include automatic steering, automatic thrust, and flight tuition which gives you instructions while flying. As you perform each pattern, Red Leader will tell you the next manoeuvre at the base of the screen. It is then up to you to keep in formation.

A competition is also run whereby the highest scorers will be given a weekend with the Red Arrows (details in the box).

**Joystick:**  
Kempston, Cursor, Sinclair  
**Machine:**  
Spectrum 48K/Spect. +  
**Category:**  
Arcade Adventure

**Publisher:**  
Odin Computer Graphics  
**Review:**  
Richard Peace

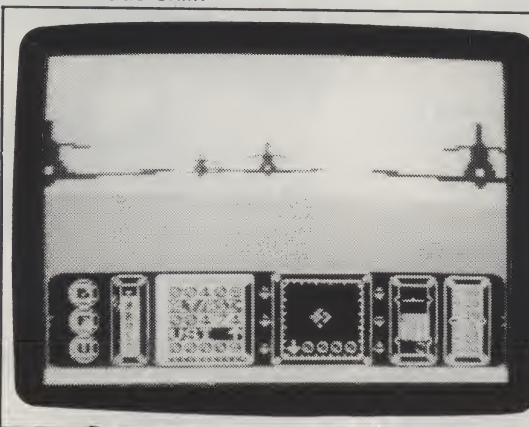
The game itself is very hard to play. Keeping in formation requires just the right amounts of thrust and brake, and perfect steering to be carried out. A single key press will return you to the squadron if you stray too far afield, but your score is zeroed. Unfortunately the program is not very responsive and so banking correctly needs tremendous skill.



# RED ARROWS



**Machine:**  
Spectrum 48K/Spect. +  
**Joystick:**  
Kempston  
**Category:**  
Flight Simulation  
**Publisher:**  
Database Software  
**Review:** Richard Peace



This is not a game that will be mastered quickly and you will need to be keen to stick at it. Overall, quite a good idea but a more responsive and faster movement would have produced an excellent game.

**Ratings:**  
Graphics: 7  
Originality: 9  
Colour: 2  
Interest: 5  
Sound: n/a  
Order Code: SREDAR



Not a very well known company, but they soon will be if this game is anything to go by!

## THE PLOT

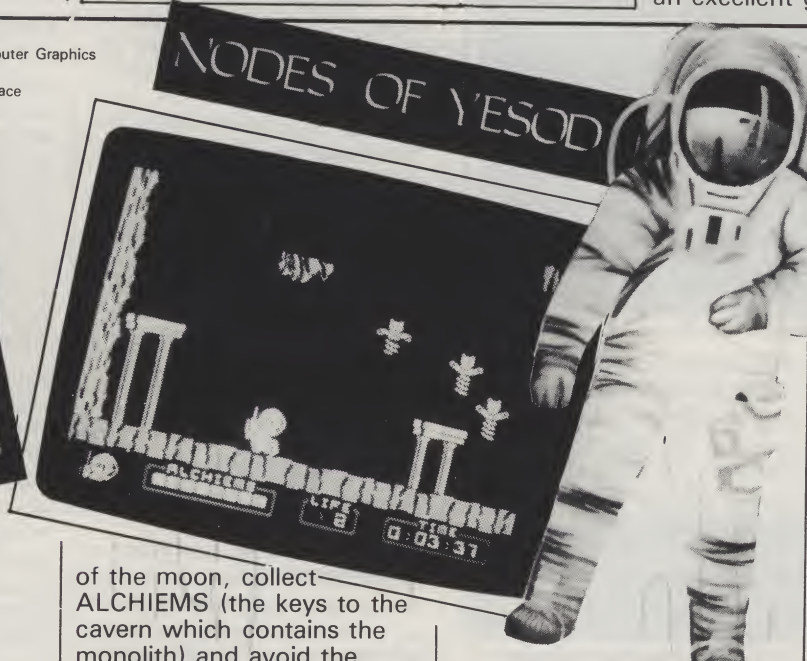
You must control your character, the Rt Hon Charlemagne 'Charlie' Fotheringham-Grunes on a mission of utmost importance to the safety of the galaxy. Employed (well more like 'roped-in') by the International Commission for Universal Problem Solving ('ICUPS' to you and me), Charlie must travel to the moon in search of a monolith which is emitting signals which could endanger the safety of the earth. On his travels Charlie must befriend a moon-mole in order to burrow through edible rock in the caverns

of the moon, collect ALCHIEMS (the keys to the cavern which contains the monolith) and avoid the many and varied creatures which inhabit the moon. Watch out for the red astronaut though — he is after the alchiems and will steal them from you (if he catches you that is).

## GAME FEATURES

Charlie has got to be the best designed central character since Lunar Jetman. He is very large, walks realistically and even somersaults around the screen. The surface of the moon consists of a mountainous backdrop, several craters and some potholes leading into the depths below. Below ground, the

caverns contain platforms of rock, pillars with platforms on top, various mortal aliens, and some immortal aliens which send you spinning around the caves on impact. Scattered in the caverns are alchiems, extra lives in the form of space-helmets, and side walls made of edible and inedible rock. Once a moon-mole has been captured, control can be switched between the two. The moon-mole can be moved up, down, left and right and can be used to kill your foes. If he is moved to a side wall and edible rock is found, he will



eat away most energetically. He can then be returned to our hero and control then reverts to Charlie.

These newly dug holes can lead to new caverns and sometimes to a very long-drop! Aliens can be killed when contact is made with Charlie's space-suit but the more aliens that hit it, cause Charlie's heartbeat to slow and eventually stop, putting you on to the next life. Heartbeat is registered on a pulse-meter at the base of the screen and is very effective.

## CONTROLS

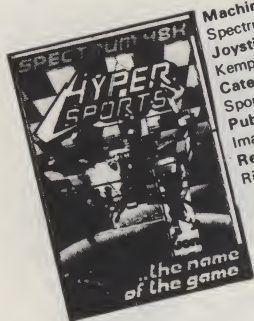
Charlie is controlled by a combination of left, right, jump, drop gravity sticks, and change to mole/Charlie. The moon-mole is controlled by up, down, left and right. Joystick can also be used to replace all these functions.

## CRITICISM

Nodes of Yesod is a well thought out game, and probably the best arcade-adventure we have played for some time. The graphics are superbly animated and colour is well used in all respects. The game is quite difficult and very addictive and the edible rock feature allows new caverns to be discovered nearly every game.

**Ratings:**  
Graphics: 10  
Originality: 10  
Interest: 10  
Colour: 9  
**Sound:** 8  
**Order Code:** SNOY





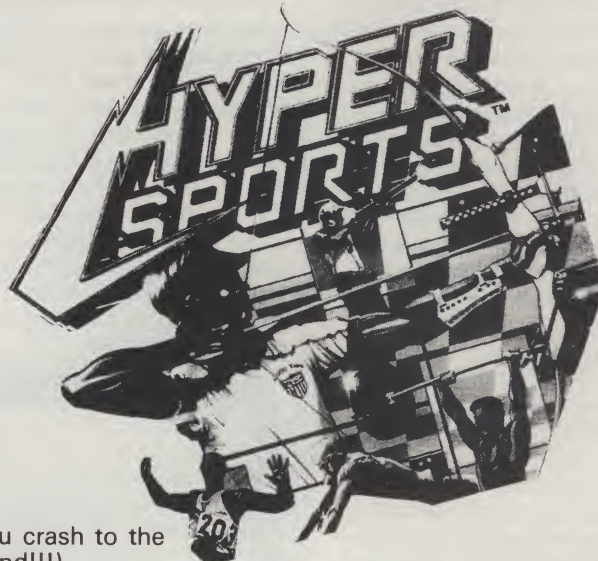
Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston, Sinclair, Cursor  
Category:  
Sports  
Publisher:  
Imagine  
Review:  
Richard Peace

Hyper Sports has got to be the best multi-sports games released onto the market since Daley Thommpson's Decathlon all those months ago. The game is a licensed version of the Konami arcade game.

fast times. Too long a depression and your swimmer will end up swallowing water and stopping, too early and the same effect will result. You are prompted when to breathe by a small indicator which appears above your swimmer. The event is viewed from above and the lanes move relative to your own and the computer swimmers.

#### SKEET SHOOTING

A good eye is needed for this fast action event. Seen from behind, your marksman stands poised for action as the two computer controlled sights home in on the clay-pigeons. As



if you crash to the ground!!!)

#### ARCHERY

An ingenious method of incorporating the skill of archery has been used in this game. Timing is created by having a moving target, wind causes adjustments to be made and finally the angle of fire must be reached (as close to 5 degrees as possible) in order to score high points.

#### TRIPLE JUMP

This event involves building up speed by left/right movements, and the three jumps to be performed by reaching three angles consecutively. The angle is obtained by depressing the fire control and then releasing it near to the required angle, 45 degrees. Timing must also be good or your athlete may trip.

#### WEIGHTLIFTING

Definitely the most demanding of all the events, weightlifting requires great stamina and speed of movement. Power is built up by the customary left/right movements and the on screen figure begins to take the strain. As he lifts the weight the time gradually ticks away. Eventually you may get the weight high enough and the lifter begins to flash. This is the signal for the powerlift function, activated by pressing fire, which completes the lift. Power will still need to be applied until all three judges acknowledge your lift.

#### GAME PLAY/CONTROLS

Control is via three keys or by a joystick, the latter being the easier method of play. The keys are quite sensitive but not to the

standard of joystick control. But be warned! Games like this have been known to break joysticks through sheer effort (it will certainly get you sweating). The keys may be redefined.

#### CRITICISM

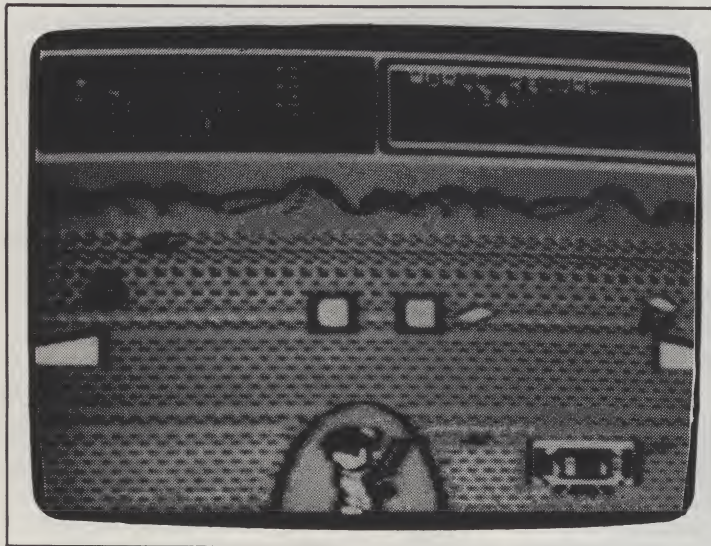
We really enjoyed playing this game, setting records and achieving the highest scores. Some practice will be needed to even qualify for some of the events. The graphics are large and very clear, especially the athlete on Long Horse and Triple Jump with his moustache and realistic running movements. Sound is very good featuring some impressive tunes and clapping etc. There are no colour problems. Occasional comments appear in speech bubbles on the screen introducing a new dimension to the game.

Overall, excellent fun.

#### SOME RECORDS TO BEAT

Swimming: 00:25:80s.  
Shooting: 8900 pts. Long Horse: 9.99m. Archery: 3920 pts. Tpl Jump: 16.44m. Weightlift: 195kg.

Ratings:  
Graphics: 10  
Sound: 9  
Colour: 10  
Originality: 8  
Interest: 10  
Order Code: SHYPER



#### DIFFICULTY LEVELS:

As in Decathlon each event has a qualifying value which increases on each run through the six events. Unlike Decathlon there is no limit of athletes and a qualifier must be reached to proceed to the next event. This is therefore much harder and a great deal of skill will be necessary in order to survive through more than two whole rounds.

#### EVENTS:

The game consists of six events: swimming, skeet shooting, long horse, archery, triple jump, and weightlifting.

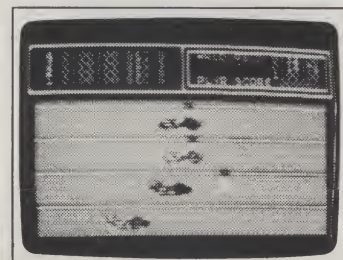
#### SWIMMING:

This is the easiest of the events, but nevertheless a strong arm will be necessary. It involves 'wag-gling' the joystick or pressing keys from right to left and the occasional depression of the fire button to take a breath. Timing for breathing is essential for

they do so you must be ready to nominate a sight by moving the joystick (or keys) in the appropriate direction. A hit target explodes effectively but don't be distracted, there are more to come! If you manage to shoot all the standard targets a large 'duck' is fired. Hit this and a speech bubble appears saying "PERFECT". This is one of the features that makes the game enjoyable to play.

#### LONG HORSE

Now for gymnastics! Start your athlete running towards the springboard, bounce, land on the horse, perform a handstand, spring off, perform as many spins as possible (using left/right controls) and land. Bouncing is achieved by pressing fire at the correct moment and the handstand is automatic. Spins gain distance and a perfect landing gains points (you will not be disqualified





# The way of the exploding fist



**Machine:**  
Spectrum 48K / Spect +  
**Joystick:**  
Kempston, Sinclair  
**Category:**  
Sports  
**Publisher:**  
Melbourne House  
**Review:**  
Richard Peace

## The Game

Way of the Exploding Fist is a Karate game for either one or two players. There are a total of 18 different manoeuvres including blocks, kicks, punches and somersaults. The one player game is against the computer and the object is to progress through the levels from novice to Tenth Dan. The two player game allows for combat over four bouts.

## The Controls

At first sight the controls seem to be very complicated, but after a few games you soon get used

to them. Each manoeuvre is activated by a key press using eight keys to access blocks, movement and punches and further pressing fire with one of the 8 keys to access kicks. They are all logically placed and control can be via a joystick in the same manner.

## One Player Game

Beginning a one player game always places you at novice standard. Two bouts, lasting 30 seconds, are fought against each level. Points are not scored on which action is taken but on how well the move

is carried out. Yin/Yang symbols are displayed on the screen and the first to reach two full points is the winner. A perfect move will give one full point and a not-so-perfect move will give half a point. As well as these symbols "figure" points are given to allow for high scores to be remembered. The levels range from NOVICE through to TENTH DAN.

## Two Player Game

This option is the one we most enjoyed playing. In this game you do not just try to win each bout, but try to gain as many points as possible. Harder manoeuvres gain higher points. Watch out though — your opponent is trying to do the same. Blocks can be instituted by pressing the key to walk backwards. This will start a block if you are in danger of being hit.

## The Screens

There are three different screens which act as backdrops to the furious fighting. The first is near a Japanese gate with a winding river, the next inside a room and the third is in front of a large Buddha statue. The fourth bout is fought on the first picture again.

## Graphics

The graphics are excellent! The backgrounds are clear and the characters look really solid especially due to the shadows on the

ground. The men also move very smoothly indeed and rotate well during a somersault.

## Sound

There is not much sound as such, only a tune at the start and some pretty good punching and kicking sounds. There is no screaming as in the Commodore 64 version.

## Comment

This game is brilliant!!! If you haven't got it then buy it. It won't be long before it tops the charts (it already has on the Commodore). It would have been nice if you could select the level against the computer instead of having to fight all the way through. It's still fantastic though.

## Ratings:

**Graphics:** 97% — Good, solid figures with excellent animation.  
**Originality:** 75% — Lots more moves than in Kung Fu by Bug Byte and faster.  
**Sound:** 60% — Good tune, not continuous. Kicking, punching sounds.  
**Interest:** 99% — Can't stop playing it, at the moment anyway.  
**Colour:** 80% — Men are monochrome, backgrounds are very colourful.  
**Order Code:** SWOEF.



The original Super Pipeline was one of the most pioneering games for the Commodore 64. It featured a full soundtrack for the first time and some of the best animation ever. Its sequel, Pipeline 2, is essentially the same game, but with more added features, smoother animation, and more complicated screens. The object of the game is to keep the pipeline in good condition. At the top lefthand side of the screen there is a water tank that is emptying into the pipeline. The pipeline twists and turns over the whole screen, but eventually releases the water into a barrel at the bottom. The pipe starts off empty, and the water starts flowing as soon as the barrel scrolls into

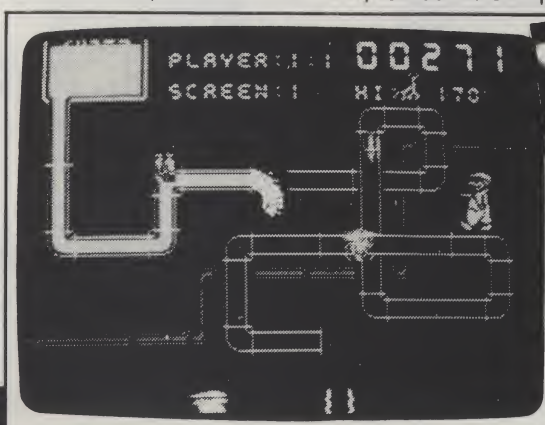
place. The player, who controls Foreman Fred, first has to go and pick up a workman. To do this, he simply moves the foreman to touch a workman. The workman will now follow Fred as the player guides him along the pipeline to the first leak. As the two players walk over the leak, the workman is

# SUPER PIPELINE II

left behind and starts to repair it. The foreman must protect the defenceless workman until he has finished the repair. The two then go off to repair another leak. The screen is completed only

when the required number of barrels have been filled with water. The two men are constantly under attack from 'evil insects' and the pipeline from 'terrible tools' and in later screens such baddies as the 'six-legged Venusian pipe spider' make an appearance. There seems to be a limitless amount of workmen, but Foreman Fred only has three lives.

We would recommend Super Pipeline to any arcade addicts.



**Machine:**  
Spectrum 48K  
**Joystick:**  
Sinclair, Kempston  
**Category:**  
Arcade  
**Publisher:**  
Taskset

**Ratings:**  
**Graphics:** 8  
**Originality:** 6  
**Sound:** 8  
**Interest:** 7  
**Colour:** 8  
**Order Code:** SSUPP12



# DUN DARACH

Imprisoned in the secret city of Dun Darach, your character Loeg awaits rescue. Taken by the evil sorceress Skar, he is hidden somewhere within the city walls.

## DESCRIPTION

As Cuchulain the hero you must walk the streets of Dun Darach in search of clues as to the whereabouts of Loeg. Each street is named and each door has a number. Behind these doors are various shops, storage rooms and surprises. A shop has its trade printed on a sign above the window, be it SKINNER, CARPENTER, BARBER or whatever. The local currency is known as IRIDI (rain-bow) and this can be gained in a number of ways. Starting off with 2000 iridi, you may choose to gamble it in the local dice hall or even bank it at ARGOT BANK gaining interest of 1% per day.

Trading may also be done, selling to brokers at a profit. Day and night in the city is shown by torches on the street walls. When they are burning it is night and vice-versa. Torches inside buildings are always lit.

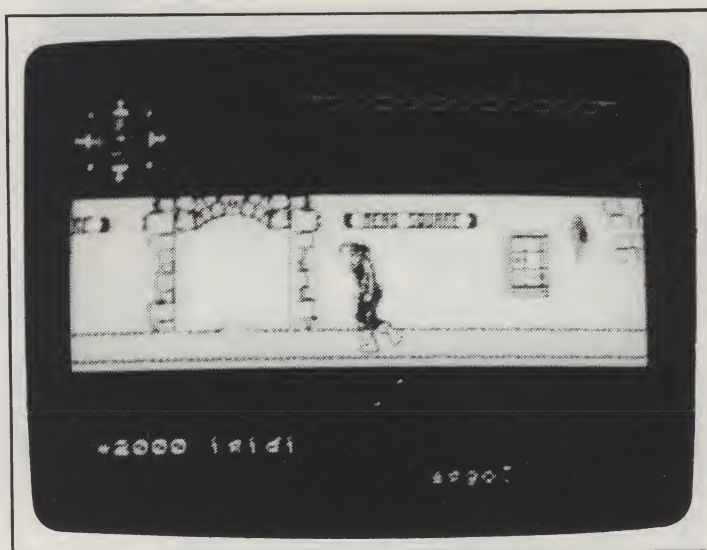


Machine:  
Spectrum 48K/  
Spect +  
Joystick:  
n/a  
Category:  
Adventure  
Publisher:  
Gargoyle Games  
Review:  
Richard Peace

Moving around Dun Darach is quite straight forward once you are used to the compass directions and the manner in which they change. Roaming the streets along with you are other characters. You must decide what object each is seeking and give it to them. They will then give you another object that is important to your quest. Kiri and Kara are sisters, and since they are both pickpockets, they will need to be watched carefully.

## CONTROLS

Cuchulain is controlled by left/right keys to move down streets. While he is walking down a street only one side can be viewed and to see the other side you must turn him around. This is performed by pressing a key on the second row.



This will turn Cuchulain by 90 degrees, and consequently the compass at the top of the screen will rotate. Looking at the compass will tell you which side

characters. If you have stolen goods though watch out for the Yeoman (you could always join the thieves guild!!)

## CRITICISM

The only criticism we have is in the bank. When we had obtained 400000 iridi, by heavy gambling over a period of 7 days, and had placed it carefully in our account, 1000 by 1000 (the minimum deposit) we left it there to gain interest. Upon returning to the bank to withdraw a few thousand iridi, pressing 'pick-up' withdrew the whole lot and then we had to painstakingly place most of it back, 1000 by 1000 yet again.

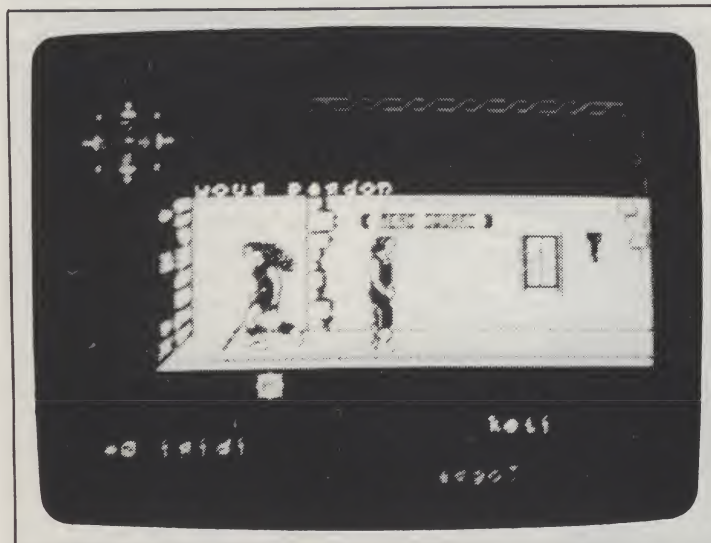
## OVERALL

An excellent game, streets ahead of its predecessor Tir Na Nog. It is great fun to play and an excellent game to map because it is so logically designed.

Ratings:  
Graphics: 10  
Originality: 9  
Colour: 6  
Interest: 10  
Sound: 2. Just a few beeps, does not detract from enjoyment  
Order Code: SDUNDA

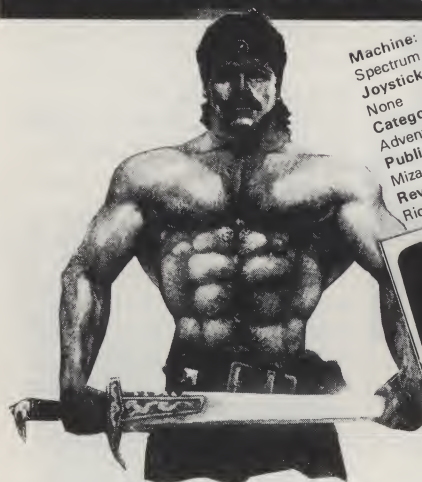


of the street you are looking at, and what direction you are travelling in. Alternate keys on the third row perform drop/take functions and allow for betting, trading etc. The four corner keys perform an offer function and allow goods to be paid for (unless you have stolen them) and objects to be given to the other

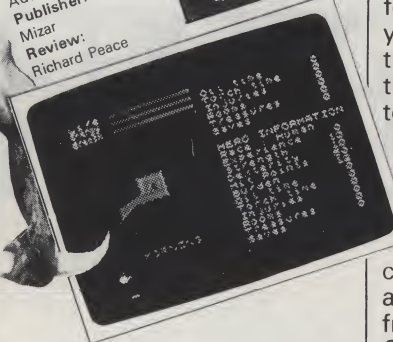
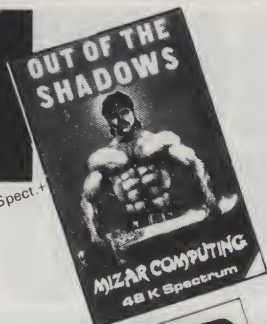




# OUT OF THE SHADOWS



Machine:  
Spectrum 48K/Spect +  
Joystick:  
None  
Category:  
Adventure  
Publisher:  
Mizar  
Review:  
Richard Peace



*Out of the Shadows* is a true role-playing adventure in which your character can pursue a chosen quest, gaining experience as he progresses through the many levels of the dungeons and wilderness. There are six quests in total which can be selected at the creation of your character, who can be either an elf, a human or a dwarf. You can also name your character and save

personalised data to tape so as to allow him to undertake other quests in different wildernesses. At the beginning of the game you may type a 'dungeon identifier' which creates a map based upon the characters and there are thousands of scenarios although the same graphics are used. Your character has strength, dexterity and hit points all of which change during the quests. Ex-

perience points depend on the number and type of creatures killed and a thousand experience points elevate you to the next level whereupon strength, dexterity and total hit points increase. As you progress through this game your character takes on a personality, treasures may be found and even sold to your local merchant. Venturing underground entails the use of tinderbox and torch (a lantern if you save up enough coins) which may be bought or found scattered in clay pots and chests throughout the land.

As you fight with the creatures you lose hitpoints and may be forced to retire from combat and rest. Combat involves pressing the direction key corresponding to the direction of the foe.

Purchasing armour ensures protection of a part of the body, without it you may need to anoint your arms etc to cure wounds. More weapons may also be purchased (at great expense!!). Magic items can be used as barriers against attack.

The game is original due to a new feature which involves the projection of

shadows onto the surrounding terrain. For instance if you are standing near a doorway your vision round the corners will be obscured and you may not see a lurking rustler or imp. The graphics are fairly simple, small but effective and mostly black with green terrain. It may not be graphically brilliant but the shadowing feature is excellent and it is fun to see your character increase in prowess and physical stature. My character Brandybuck is human and possess a mace, a helmet, seven torches and a tinderbox, and has a fully armoured left arm. He possesses a slow spell and has 5 gold coins but unfortunately is still trying to find the Arkenstone among the Dragons. His experience is 8450 (8th level).

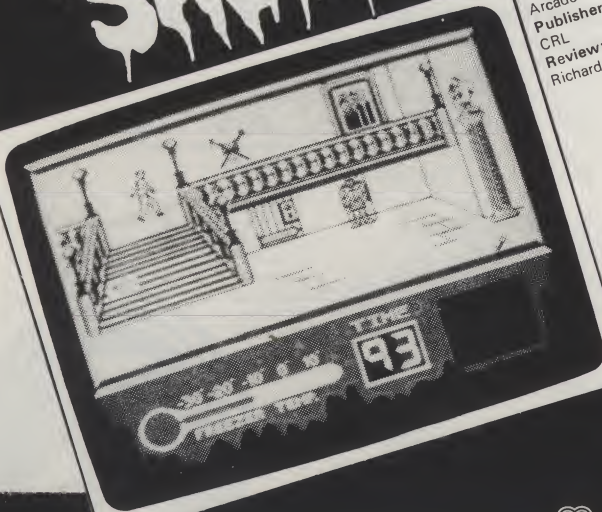
Overall this game is addictive but arcade freaks may not find it fast enough. Adventurers will love it, especially those with a D & D background.

Ratings:  
Graphics: 5  
Sound: 3  
Colour: 4  
Originality: 9  
Interest: 10  
Order Code: S00TS

# THE ROCKY HORROR SHOW



Machine:  
Spectrum 48K/Spect +  
Joystick:  
Kempston, Sinclair,  
Cursor  
Category:  
Arcade Adventure  
Publisher:  
CRL  
Review:  
Richard Peace



"Don't Dream It, Play It" are the words on the cover of this arcade adventure from CRL. Roam the mansion in search of the pieces of the DE-MEDUSA machine in order to stop Frankie turning Brad or Janet into stone. You may choose to be either Brad or Janet for the quest and you must perform the rescue before time runs out. Added difficulties include a cloaked lady who will steal your clothes, enemies who will slow you up and Frankie who has a gun. Watch out for Eddie as well. If you get hit by his motor bike then it's curtains for you! Still, reactivate the freezer and Eddie will be refrozen for a time.

The graphics in TRHS are generally very good with occasional flashing. The lift is excellent but it will not wait for you to press buttons. Losing your clothes prevents you from climbing ladders as your hands are occupied elsewhere!! Colour is quite good and the 3D

rooms are very effective. One thing about the game though, is that I found it too easy. After about three games I was getting close to finishing but was running out of time and after five games I had completed it totally. Stunning end effect though! It displays "well done you have escaped" on the screen! Our only criticism is the fact that once completed the interest completely wears off. It is quite fun up to that point only.

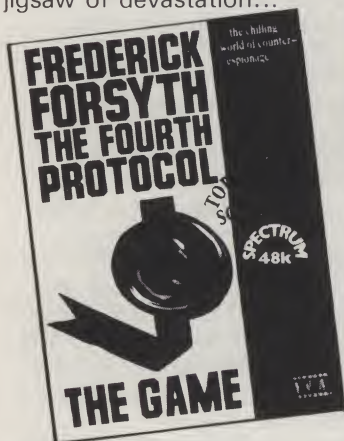
Ratings:  
Graphics: 7  
Sound: 6  
Originality: 8  
Interest: 7 up to a point  
Order Code: SRHS  
Colour: 7





## BACKGROUND

Hatched is a remote dacha in the forests outside Moscow, Plan Aurora is executed with relentless brilliance and skill by a hand-picked team. A crack Soviet agent, placed under cover in Britain, begins to assemble the pieces of a jigsaw of devastation...



## THE GAME

You are John Preston, newly appointed head of C1(A) and your job is to uncover and prevent plan Aurora from taking effect. The game consists of three separate programs, the NATO documents, the bomb and the SAS assault. The first two games use icon-graphics for commands along with occasional input of numbers and words. The final game sets you in charge of an SAS team of bomb and aiming to defuse it.

## THE NATO DOCUMENTS

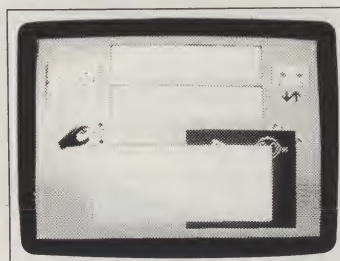
As you take up your post as the new head of C1(A) a burglary is taking place in a

# THE FOURTH PROTOCOL

# THE GAME

flat in England. The thief, as well as stealing the Glen Diamonds, comes across some TOP SECRET documents and alerts the Ministry of Defence anonymously. Your most important task is to find out who is leaking these secrets, to whom and why, but while this is going on you must deal with the more mundane tasks in the intelligence community. Information may be gleaned from watchers reports, memos and other reports found on certain terminals on the screen and files may be *down loaded* from Blenheim (if you can find the phone number). The filing cabinet icon allows you to store your own files and access others, throw files away and catalogue personal files. The telephone icon allows incoming calls, outgoing calls, and even allows keeping it on hold while other icons are used. The date progresses automatically but may be advanced if the player

wishes. Surveillance is carried out using the Camera icon. This allows watches to be assigned targets and for watchers to be removed. Any information gained by the watchers will be conveyed to you via a terminal on the main screen. A code book is provided in the package and this will be necessary for solving certain things like the password to Blenheim etc.



## THE BOMB

Having obtained a code from game one you will be able to progress to THE BOMB. By now you are on the trail of the nuclear device. This part of the game is also icon-driven but is more of an adventure since Preston is out of his office and can move around, manipulate objects, communicate and even look around. Don't be fooled by loading the game without the code and thinking you don't need it. It works for a time but just try the lift!

## THE SAS ASSAULT

We must confess that in the time we had for review of this game we did not reach this point so here's what the instruction book says....

'You have now located the building where the bomb is

hidden. Time is short. You must arm the six SAS troops under your command and direct the assault, eliminating the KGB agents in the building. If you are successful at this you must defuse the bomb, making use of the information uncovered in the previous two games. Above all remember, time ticks away!

## CONTROLS

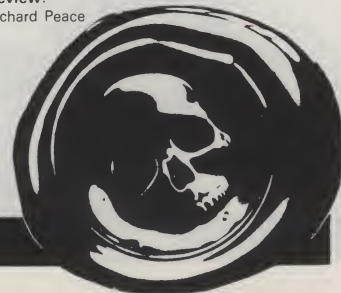
The controls of the game are very simple, involving moving a hand icon around the screen until it points to the option you want. Pressing "enter" then selects that option and usually displays a sub-menu which is operated in exactly the same way. Using the 'phone involves typing in the 'phone number and surveillance needs the name of the target and also the number of watchers to be used.

## CRITICISM

This is an extremely good package consisting of three programs which could easily be marketed separately. The graphics are very clear, easy to use, and easy to identify. Operation is extremely simple. Our only criticism is the number of times the same message appears, as if the program has gone in to an endless loop. If you don't solve the problem quickly then you receive the same memo every day and this can be a bit annoying. Still a really good atmosphere is created and you really feel involved with the plot. Be careful though or you may be given a job as Security Officer, Penguin Colony, West Falklands!!!

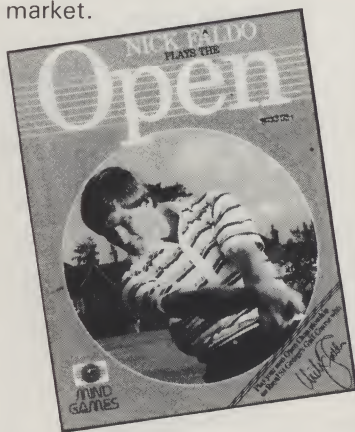
*RATINGS "*

Machine:  
Spectrum 48K / Spect +  
Joystick:  
n/a  
Category:  
Adventure / Strategy / Simulation!!!!  
Publisher:  
Hutchinson Computer Publishing  
Review:  
Richard Peace





Golfing simulations have been implemented on the Spectrum many times in its history, but none have really succeeded in capturing the skill involved in the sport. *The Open* goes a few steps further than its predecessors and in our opinion provides the most realistic golf game yet seen on the Spectrum software market.



All actions, apart from initial control selections, are icon driven, i.e. using a small hand to select clubs, strength, and direction instead of the more conventional number selection. A wide variety of clubs is available to the player including a putter, a driver, four irons, two woods and a wedge. Direction for playing the shot is selected by moving an indicator clockwise or anticlockwise around a large circle. The ball will then travel in the direction of the line subtended from the centre of this circle to the indicator on the circumference. In selecting the direction of swing however, the direction of the wind must be allowed for. Strength of hit is selected by increasing or decreasing the length of a bar indicator at the left of



the screen — it takes some time to get used to. Using the map change function displays a scale map of the course, showing the hole to be played and the surrounding terrain. Bunkers are frequent on the Royal St Georges Golf Course on which you are playing, so watch out!

The main attraction of the game is in the animation at the base of the screen. The top half of the screen only shows terrain and the position of the ball but at the bottom your golfer and caddy are shown. Your caddy is there to advise you, as in real golf, on the type of club to use. Selecting the totally wrong club will cause a speech bubble to appear from his mouth saying, "ARE YOU SURE." This gives the opportunity to change a bad decision. Once you select the right club (several may be acceptable) the shot is played. While swinging the club, the shot may be "fine-tuned" by pressing left/right to change direction and up/down to alter strength. The score card in the bottom right shows the number of shots taken and the par for the hole.

Various selections can be made to play either the first nine, the last nine, or any hole — and of course you can choose a full round. At the end of your chosen game you will be told how

well you have done. Two player games are not offered in the menu, but if you are willing to write down the scores on a piece of paper the "play any hole" option can be used to play each hole twice (once for each player). In this way, as many players as you wish can join in for a round of superb golf. Undoubtedly the animation of the golfer makes the game more fun to play,

especially with the remarks made by the caddy and the player. Putting is the hardest part of the game because no enlarged view is displayed of the green. This makes for complications when you are very close to the hole. Overall though, a great game to play, easy to operate, and featuring very clear graphics.

#### Ratings

**Graphics:** 80% — Good terrain, excellent scale map, decent sized caddy and golfer. Icon driven.

**Originality:** 60% — There have been many golf games, but none presented in as good a way as this. Novel control for direction.

**Sound:** 30% — Not much at all except for hitting the ball and for when the ball goes in the hole.

**Interest:** 90% — Well presented and easy to operate, makes it great to play especially with a friend!

**Colour:** 50% — Top of screen is all green and black but there is quite a lot of colour at the base of the screen. Colour of caddy is not very clear.



**Machine:**  
ZX Spectrum 48K  
**Joystick:**  
Sinclair, Kempston,  
Cursor  
**Category:**  
Arcade  
**Publisher:**  
Datasoft  
**Review:**  
Neil Atkinson

#### Description:

Pole Position is a Formula One motor-racing simulation. The race starts with a qualifying lap that you have to complete in 73 seconds to enter into the real race. The race starts with a countdown, and as soon as the green light shows, you're off. You view your car from behind, as it races along the winding black road with green verges. As soon as you start racing, or even by reading the instructions, you will notice a major difference between this and other racing games: your car has no accelerator! At first we thought that this must be wrong, but the only keys you have are left, right, brake and gear change. Unless you brake,

the car is constantly accelerating, and the rate of acceleration can be controlled by switching between "HI" and "LO" gears. Another difference is the way that the car corners. When you press left or right, instead of just the front wheels turning, the whole car slides across the road until it faces the right way.

Pole Position is the newest in the limited range of Spectrum racing games, and, if you want a fast arcade game rather than a precise simulation, it is good value for money.

#### Ratings

**Graphics:** 72%

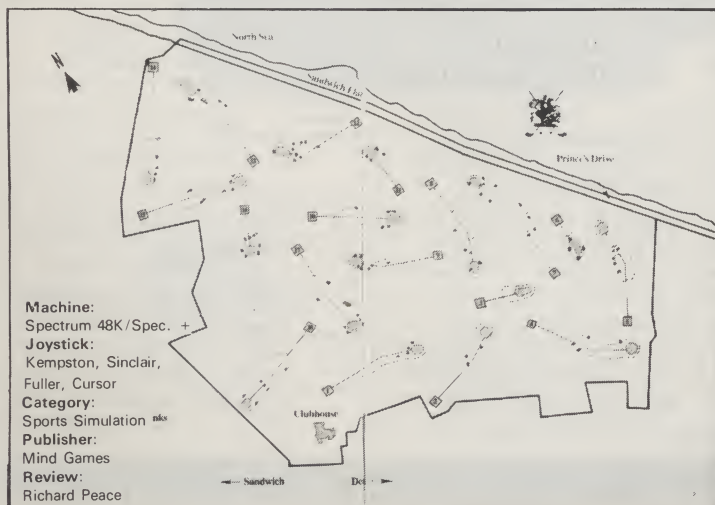
**Originality:** 70%

**Sound:** 60%

**Interest:** 78%

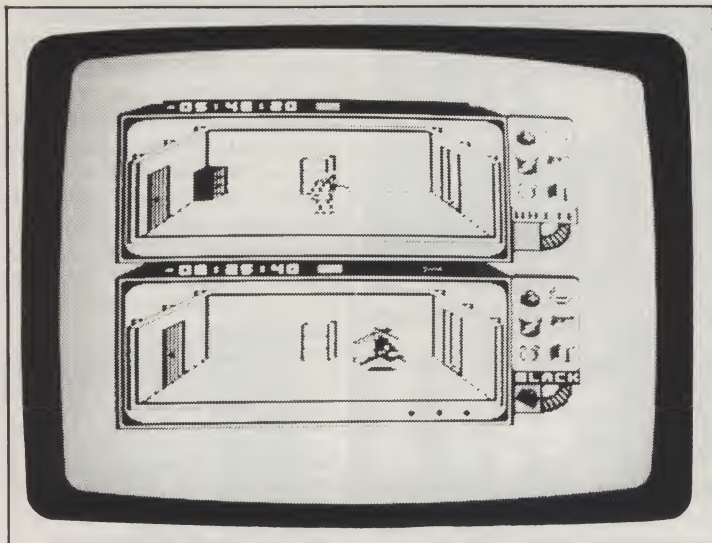
**Colour:** 81%

**Order Code:** SPOLPO



**Machine:**  
Spectrum 48K/Spec. +  
**Joystick:**  
Kempston, Sinclair,  
Fuller, Cursor  
**Category:**  
Sports Simulation  
**Publisher:**  
Mind Games  
**Review:**  
Richard Peace





### Description:

A totally unique game concept, "Spy versus Spy" is completely different to anything else that you have ever played.

### Background:

Two secret agents, dressed in black and white, first appeared in "Mad" way back in 1960. Since then their antics have been released in paperback, and now for the first time in computer game format. The game is set in a foreign embassy, and each spy's mission is to escape from the embassy with the top secret briefcase along with your passport, money, secret plans and the key.

### The Game:

Once you have loaded the game and gone through the opening procedures such as game difficulty, key/joystick options etc., the real action starts. The screen is split into two playing areas, that act as windows onto rooms. If you've chosen to

play the one player game, you control a white spy, a small animated character with a rather long nose. Your opponent will be an identical figure but dressed in black who will be in the window below. Now for the unique bit...due to two excellent pieces of programming referred to as Simulvision and Simulplay by **Beyond**, you can see exactly what the other spy is doing. In the two player mode you can see where

# SPY VS SPY

your opponent is, and play the game at the same time as him. The rooms that the spies are in are 3 dimensional, in each room there are various pieces of furniture, which each spy must search. To search an object you just guide your spy up to the object and press "fire". The object lifts up and either its contents will be revealed or **BOOM** — now you know why the idea of Simulvision was invented. Each spy can plant booby traps such as bombs, springs, guns with strings attached to them or time bombs under pieces of furniture. If a spy searches the object, the booby trap is activated and that's the end of the spy. Once you have played the game a

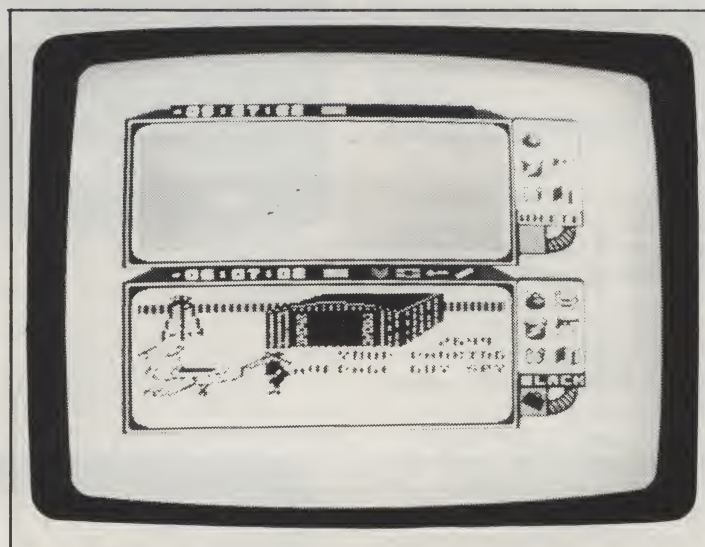


### Reviewer's Comment:

"Spy versus Spy" features some of the best graphic animation that I have seen for a long time — it is so good that only after a second glance did I realise that it wasn't a cartoon. It is one of the most satisfying computer games that I have ever played, a real match of wits, cunning and strategy skill — it is especially good with two players. It is a game that you are very unlikely to become tired of, as all the rooms are randomly generated, and the opponent spy gets more and more cunning as you change levels. An excellent game that no computer owner should be without.

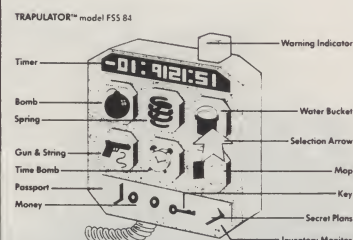
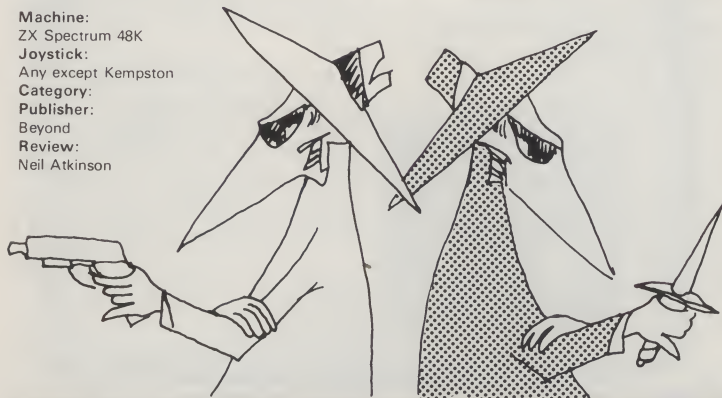
### Ratings:

**Graphics:** 95% — cartoon standard animation.  
**Originality:** 98% — we've never seen anything quite like it — or quite as good!  
**Sound:** — 70% — good sound effects.  
**Interest:** 97% — endless fascination — totally addictive.  
**Colour:** 90% — bright and clear. Order Code: **SSVS**.

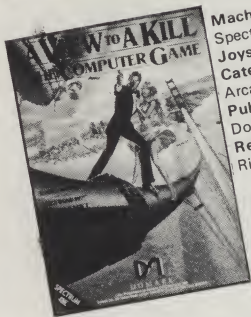


couple of times you will learn to watch the other spy's movements very carefully — just to survive. The game is made even more exciting by the time limit set. When you've managed to find all the required objects you must reach the plane — it leaves with or without you. The game ends with the spy running down the runway, turning back to snigger at his failed opponent, and jumping on the plane.

Machine:  
ZX Spectrum 48K  
Joystick:  
Any except Kempston  
Category:  
Publisher:  
Beyond  
Review:  
Neil Atkinson

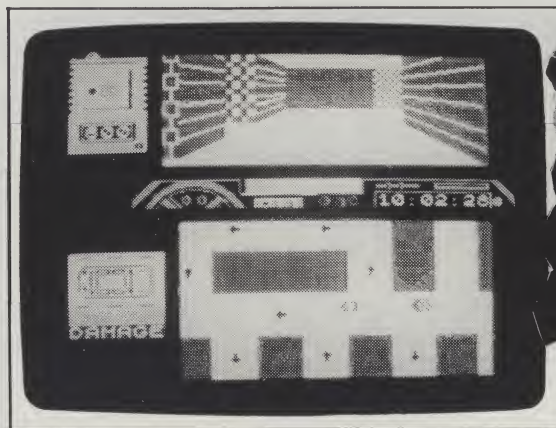






Machine:  
Spectrum 48K/Spect +  
Joystick:  
Category:  
Arcade Adventure  
Publisher:  
Domark  
Review:  
Richard Peace

## A VIEW TO A KILL



the parachute) and intercepting her as she lands. This is not as simple as it sounds. There are police and other drivers to avoid during the chase, but in true Bond style you can blast them out of sight with your pistol! Watch out for the one-way system though. After the chase is over you may progress to stage two, the City Hall Escape. Hauling yourself out of a trapped lift, you must move from room to

room, in 3D, and find a way of rescuing Stacey. There are 75 rooms altogether and fire is spreading all the time. The graphics in this stage are quite good. Objects are selected and taken using a scrolling "duck-shoot" whereby you scroll left and right until the correct object is in the viewfinder. Game three finds James in The Silicon Valley Mine on the trail of a nuclear detonator. You must get

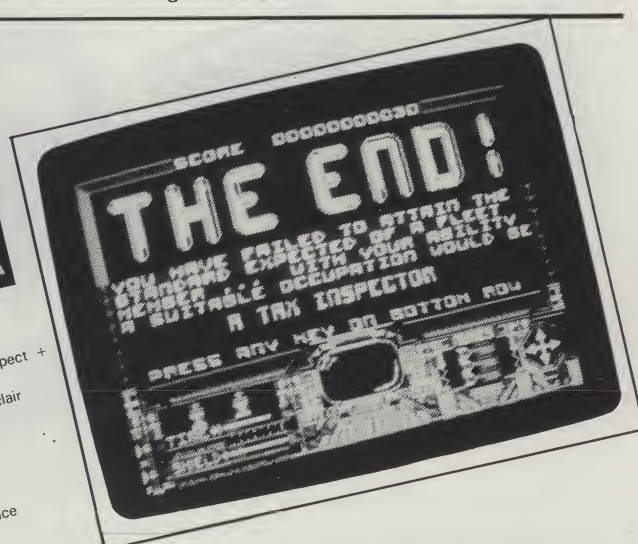
the lift working, collect codes and special objects, and defuse the bomb. The graphics in this section are fairly large but quite slow moving, especially when Bond jumps. It is annoying when you get stuck in a pit and can't get out, but we suppose it is all part of the plot.

We didn't enjoy playing fans should enjoy them though!

Ratings:  
Graphics: 6  
Originality: 8  
Colour: 6  
Interest: 5  
Sound: 4  
Order Code: SVTK



Machine:  
Spectrum 48K/Spect +  
Joystick:  
Kempston, Sinclair  
Category:  
Arcade  
Publisher:  
Quicksilver  
Review:  
Richard Peace



On a mission to destroy three enemy cities this program has varied graphics, excellent colour and some brilliant 3D effects. In order to reach each city it is necessary to pass through a number of screens including the radar defences, the guards and some huge ships that fly past as you bombard them.

Saying that the graphics are varied is no mean statement. Some of them look similar but in one game you will probably not see the same graphic crop up in a later screen. In one stage you must fly through pillars (rather like Deathchase but smoother and faster) and eventually reach the stage of firing a nuclear missile at

the city which then disintegrates rapidly. At the end of the game, when your shields are destroyed you are given a ranking from 3rd rate Zombie-Commodore Owner...up to Game Lord. You are also given the option of continuing the mission from where you failed, although your score is

zeroed. Overall an excellent game with large colourful graphics and some excellent effects. One criticism is the lack of a firing sight — you have to estimate the position on the screen...

Ratings:  
Graphics: 9  
Originality: 8  
Colour: 7  
Interest: 8  
Sound: 7  
Order Code: SGLASS





Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston, Sinclair, Cursor  
Category:  
Arcade  
Publisher:  
U.S. Gold  
Review:  
Richard Peace

A very original theme is a good feature of this soda-slinging all-action game from U.S. Gold; that being as follows. You are the bartender of several bars, the wild west bar, the sports fan bar, the punk bar and the alien bar and your job is to keep your clients happy by serving them with drinks and clearing up after them.

The drinks are served by sliding them along the bars towards the thirsty customers. Mind you deliver the correct number though, or you will lose a life (no good bartender wastes drinks). The client will then drink the soda and will either leave immediately or wait and slide his glass back along the bar. If this happens you had better be on your toes or the glass

# TAPPER



will crash off the bar and another life will be wasted. Other items can be collected including tips and change left by the customers. On collecting a tip two dancing girls appear on the stage and promptly begin the can-can and the customers turn to watch

the show. See that you don't give drinks to those with their backs turned however.

On completing one of the bar screens, the bonus screen is displayed in which several cans are lined up upon the bar. The soda-bandit appears and begins

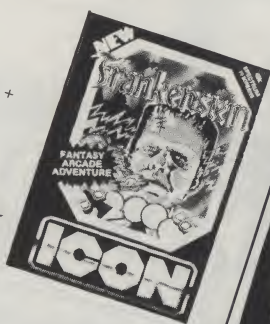
to shake the cans in turn, all except for one. The cans are then shuffled about and you are left with the task of spotting the correct can. Success gives a bonus of 3000 points failure produces a squirt of soda in your face!

Tapper is great fun to play although some of the graphics are not astounding. We like the cowboys and girls though, and the dancing girls are quite watchable. Sound is not exceptional but features a continuous tune which is tolerable. The game is very fast, especially in the later levels and is extremely addictive.

Ratings:  
Colour: 7  
Sound: 6  
Originality: 9  
Interest: 9  
Order Code: STAPPE



Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Icon  
Review:  
Richard Peace



Icon categorize their game as an arcade adventure but we have chosen to place it in the arcade section because it features more arcade action than adventuring skills.

The game is set in the year 2000 and as Freddy Frankenstein, grandson of Baron Frankenstein, you have discovered the monster worked upon by your grandfather. Using all the technology available to you, you must bring the monster to life by travelling through his body in a tiny submarine. Shades of Fantastic Voyage here. Throughout the major organs of the body are

bionic implants which must be activated by positioning the submarine inside them. The game consists of ten screens progressing from the TRACHEA to the KIDNEYS and finally onto the BRAIN.

The first screen involves dodging frogs in the throat but is spoilt by the fact that a bug allows you to travel down it without amassing any damage whatsoever and amassing thousands of points at the same time. In

the stomach you must avoid the egg and chips and collect the bacon rashers to cool your engine. Oxygen is gained in between every second screen by firing at 'bags'. Damage can be repaired by collecting spanners which appear in certain screens. Frankenstein 2000 is quite a hard game because of the



Ratings:  
Graphics: 7  
Colour: 7  
Sound: 4  
Originality: 5  
Interest: 4  
Order Code: SFRA20

damage and oxygen factors. The graphics are quite good in some screens and not so good in others. Colour is used well and scrolling is smooth. Unfortunately movement is only in four directions so diagonal movement is not allowed.



# Price List

ARCADE/ARCADE ADVENTURE/ADVENTURE/EDUCATIONAL PROGRAMS  
Effective 18th September, 1985

This listing supercedes all previous listings.

Please note that there is a change to our price list. The following list now contains only those categories listed above. Prices for joysticks, interfaces and other hardware, business programs, utilities, programming languages and other such general items will be found in our hardware and utilities supplement.

"Bonus" Prices are a means by which we can make very special offers to our members. As a new member, for instance, you qualify for up to five titles at "Bonus" Price in your first 60 days of membership. Thereafter, you can take one title at "Bonus" Price for every title you buy at the Club Price (you can buy as many titles as you wish at Club Price — that's the benefit of being in the Mr Software Club).

S3DSTA	3D STARSTRIKE	REAL TIME	5.95	4.60	3.90
S911TS	911 TS	ELITE	6.95	5.90	
SADITL	A DAY IN THE LIFE	MICROMEGA	6.95	5.80	
ADAST	AD ASTRA	GARGOYLE GAMES	5.95	4.45	
AQSP	ADVENTURE QUEST	LEVEL 9	9.95	8.45	
ATC	AIR TRAFFIC CONTROL	MIKRO GEN	9.95	8.45	
SAIRWO	AIRWOLF	ELITE	6.95	5.95	4.65
ALCHE	ALCHEMIST	IMAGINE	5.50	4.50	1.95
SALIEN	ALIEN 8	ULTIMATE	9.95	8.30	
AMEFO	AMERICAN FOOTBALL	ARGUS PRESS	9.95	8.45	
ANTIC	ANTICS	BUG-BYTE	6.95	5.55	
AQUAP	AQUAPLANE	QUICKSILVA	7.95	6.35	
ARCSP	ARCADIA	IMAGINE	5.50	4.15	0.95
SARCHO	ARCHON	ELECTRONIC ARTS	10.95	9.15	
SARNHE	ARNHEM	CCS	9.95	8.45	
SASHKE	ASHKERON	MIRRORSOFT	6.95	5.85	
*SASTBL	ASTROBLASTER	ALLIGATA	7.95	6.75	2.95
ATIAI	ATIC ATTACK	ULTIMATE	5.50	4.95	3.45 - 150
*STENPA	AUTOMATA 10-PACK	AUTOMATA	9.95	8.45	
*STEN2	AUTOMATA 10-PACK (VOLUME 2)	AUTOMATA	9.95	8.45	5.95
AVALO	AVALON	HEWSON	7.95	6.75	
SBATMI	BATTLE FOR MIDWAY	P.S.S.	9.95	7.75	
BEASP	BEACH HEAD	U S GOLD	7.95	6.45	5.95
BEAKY	BEAKY AND THE EGGSNATCHERS	FANTASY	5.50	4.50	
SBEWAR	BEWAREHOUSE	POSITIVE IMAGE	5.95	4.95	3.25
SBIOLO	BIOLOGY (O-LEVEL REVISION)	COLLINS	8.95	8.15	
BLAAL	BLADE ALLEY	P.S.S.	5.95	4.75	
SBLOCK	BLOCKBUSTERS	MACSEN	7.95	6.15	
SBLUMA	BLUE MAX	SYNSOFT	7.95	6.65	
BLUTH	BLUE THUNDER	RICHARD WILCOX	5.95	4.25	
*SBMXRA	BMX RACER	MASTERTRONIC	1.99	1.75	
SBOOTY	BOOTY	FIREBIRD	2.50	2.25	
BOSSP	BOSS (THE)	PEAKSOFT	6.95	6.25	
BRABL	BRAAX BLUFF	MICROMEGA	6.95	5.85	
SBRIBL	BRIAN BLOODAXE	SOFTK	7.95	6.15	
SBRIJA	BRIAN JACKS SUPERSTAR	MARTECH	7.95	6.15	
BRIPL	BRIDGE PLAYER	CP SOFTWARE	8.95	7.60	
SBRIST	BRISTLES	STATESOFT	7.95	6.65	
SBRULE	BRUCE LEE	U.S. GOLD	7.95	6.65	
*SBUCRO	BUCK ROGERS	U S GOLD	7.95	6.15	
BUGAB	BUGABOO	QUICKSILVA	6.95	5.25	3.55
SCAULD	CAULDRON	PALACE	7.95	6.75	5.45
*SCAVEL	CAVELON	OCEAN	6.90	5.85	2.95
*SCHAOS	CHAOS	GAMES WORKSHOP	7.95	6.75	
CHEFL	CHEQUERED FLAG	PSION	6.95	5.45	2.95
CHEPS	CHESS BY PSION	PSION	6.95	4.95	2.45
*SCHEPL	CHESS PLAYER (THE)	QUICKSILVA	7.95	6.75	2.95
CHUSP	CHUCKIE EGG	A & F SOFTWARE	5.95	4.75	
SCHUEG2	CHUCKIE EGG 2	A & F SOFTWARE	6.90	5.75	
SCLUED	CLUEDO	LEISURE GENIUS	9.95	7.70	
CODMA	CODENAME MAT	MICROMEGA	6.90	5.90	4.95
*SCOD2	CODENAME MAT II	DOMARK	9.95	8.30	
COLSP	COLOSSAL ADVENTURE	LEVEL 9	9.95	8.45	
COMLY	COMBAT LYNX	DURELL	7.95	6.75	
SCONFU	CONFUZION	INCENTIVE	6.95	5.90	4.95
SCOSCR	COSMIC CRUISER	BEAU-JOLLY	5.50	4.65	0.95



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
CYCLO	CYCLONE	VORTEX	5.95	4.50	
*SDTST	DALEY THOMPSON'S SUPERTEST	OCEAN	6.95	5.90	4.95
DALSP	DALEY THOMPSONS DECATHLON	OCEAN	6.90	5.85	5.25
*SDIambu	DAMBUSTERS	U S GOLD	9.95	7.75	
DARST	DARK STAR	DESIGN DESIGN	7.50	6.35	
SDEAST	DEATH STAR	SYSTEM 3	7.95	6.25	
DEATH	DEATHCHASE	MICROMEGA	6.95	5.45	4.45
DEM	DEUS EX MACHINA	AUTOMATA	15.00	13.50	
SDOORE	DOOMDARK'S REVENGE	BEYOND	9.95	7.75	
DOOCA	DOOMSDAY CASTLE	FANTASY	6.50	4.95	
SDRAGO	DRAGONTORQUE	HEWSON	7.95	6.15	
SDRIIN	DRIVE IN (THE)	FANTASY	5.50	4.25	
SDUNDA	DUN DARACH	GARGOYLE	9.95	7.75	
DUNSP	DUNGEON ADVENTURE	LEVEL 9	9.95	8.45	
SDYNDA	DYNAMITE DAN	MIRRORSOFT	6.95	5.90	4.95
SEMEIS	EMERALD ISLE	LEVEL 9	8.95	6.95	
*SEFB	EMPIRE FIGHTS BACK	MASTERTRONIC	1.99	1.70	
ENGL1	ENGLISHSKILLS 1	GRIFFIN	9.95	8.45	
ENGL2	ENGLISHSKILLS 2	GRIFFIN	9.95	8.45	
SETV	ERIC THE VIKING	MOAIC	9.95	8.45	
ESKED	ESKIMO EDDIE	OCEAN	5.90	4.45	2.45
EURSP	EUREKA	DOMARK	14.95	12.70	
SEAW	EVERYONE'S A WALLY	MIKROGEN	9.95	8.45	
EXTER	EXTERMINATOR	SILVER SOFT	5.95	4.45	1.45
*SFAIRL	FAIRLIGHT	SOFTTEK	9.95	7.95	
SFAIRS	FAIRSHARE	STELL	7.95	6.50	
SFALP2	FALCON PATROL II	VIRGIN	6.95	5.85	
FIGPI	FIGHTER PILOT	DIGITAL INT.	7.95	6.95	5.95
SFINKE	FINDERS KEEPERS	MASTERTRONIC	1.99	1.75	
FOOMA	FOOTBALL MANAGER	ADDICTIVE	6.95	5.45	
SFORM1	FORMULA 1 SIMULATOR	MASTERTRONIC	1.99	1.75	
SCRLF1	FORMULA ONE (CRL)	CRL	7.95	6.15	
SFOUPR	FOURTH PROTOCOL	HCP	12.95	10.75	
SFBB	FRANK BRUNO'S BOXING	ELITE	6.95	5.90	3.95
SFRA20	FRANKENSTEIN 2000	ICON	7.95	6.15	
*SFGTH	FRANKIE GOES TO HOLLYWOOD	OCEAN	9.95	8.45	6.95
FRENA	FRENCH MISTRESS A	KOSMOS	9.95	7.45	
FRENB	FRENCH MISTRESS B	KOSMOS	9.95	7.45	
FULTH	FULL THROTTLE	MICROMEGA	6.95	5.45	3.95
GAMDE	GAMES DESIGNER	QUICKSILVA	14.95	12.95	
GERMA	GERMAN MASTER A	KOSMOS	9.95	7.45	
GERMB	GERMAN MASTER B	KOSMOS	9.95	7.45	
SGETSE	GET SET	GRIFFIN	9.95	8.45	
SGHOST	GHOSTBUSTERS	ACTIVISION	9.95	8.30	
GIARE	GIANT'S REVENGE	THOR	6.95	5.55	
SGFTG	GIFT FROM THE GODS	OCEAN	9.95	7.70	
SGLASS	GLASS	QUICKSILVA	7.95	6.50	
SGTH	GO TO HELL	TRIPLE SIX	6.95	5.75	
GOTOJ	GO TO JAIL	AUTOMATA	6.00	5.00	4.00
SGRANA	GRAND NATIONAL	ELITE	6.95	5.45	
SGREMLI	GREMLINS	ADVENTURE INT.	9.95	7.70	
*SGRIDR	GRIDRUNNER	SALAMANDER	5.95	5.05	2.45
SGYRON	GYRON	FIREBIRD	9.95	8.45	7.45
SHAMPS	HAMPSTEAD	MELBOURNE HSE	9.95	7.75	
HARSP	HARRIER ATTACK	DURELL	5.95	4.45	
SHELLF	HELLFIRE	MELBOURNE HOUSE	6.95	5.40	
SHDR	HERBERT'S DUMMY RUN	MIKRO-GEN	9.95	8.45	7.30
SHIGEN	HIGHWAY ENCOUNTER	VORTEX	7.95	6.75	5.45
HOBSP	HOBBIT (THE)	MELBOURNE HSE.	14.95	12.95	7.95
HULSP	HULK	ADVENTURE INT.	9.95	8.45	7.95
HUNSP	HUNCHBACK	OCEAN	6.95	5.45	
SHUN2	HUNCHBACK 2	OCEAN	6.90	5.90	4.95
SHYPER	HYPERACTION	SILVERSOFT	5.95	4.60	
SHYPSP	HYPERSPORTS	IMAGINE	7.95	6.15	
SIDENT	IDENTIKIT	STELL	6.95	5.95	
SJASPE	JASPER	MICROMEGA	6.95	5.80	
JETSE	JET SET WILLY	SOFTWARE PROJ.	5.95	4.55	3.45



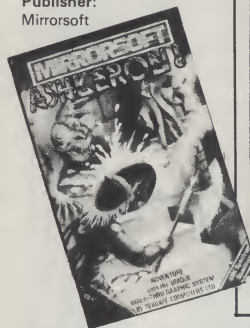
ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
SJSW2	JET SET WILLY II	SOFTWARE PROJ.	6.95	5.90	4.50
JETPA	JETPAC	ULTIMATE	5.50	4.65	
*SJUGGE	JUGGERNAUGHT	CRL	7.95	6.15	
JUMCH	JUMP CHALLENGE (EDDIE KIDD)	MARTECH	6.95	5.90	3.95
KENTI	KENTILLA	MICROMEGA	6.95	5.85	
KETTR	KET TRILOGY (THE)	INCENTIVE	12.95	11.00	
KNILO	KNIGHT LORE	ULTIMATE	9.95	8.45	
SKNOCK	KNOCKOUT	ALLIGATA	6.95	5.90	4.25
KONSP	KONG	OCEAN	5.95	4.95	
SLAZJO	LAZY JONES	TERMINAL	6.95	5.40	
SLBSPE	LEARN BASIC ON THE SPECTRUM	LOGIC 3	14.95	12.95	
*SLIGHT	LIGHTMAGIC	NEW GENERATION	14.95	11.55	
SLODRU	LODE RUNNER	SOFTWARE PROJECT	9.95	8.30	
LOGO	LOGO (SINCLAIR)	SINCLAIR	39.95	36.95	34.00
LOM	LORDS OF MIDNIGHT	BEYOND	9.95	8.45	5.00
LOTSP	LORDS OF TIME	LEVEL 9	9.95	8.45	
*SMACBU	MACADAM BUMPER	PSS	7.95	6.15	
MANSP	MANIC MINER	SOFTWARE PROJ.	5.95	4.55	3.45
SMATDA	MATCH DAY	OCEAN	7.95	6.15	
SMATFI	MATCH FISHING	ALLIGATA	7.95	6.75	4.95
MATPO	MATCH POINT	PSION	7.95	6.75	
MATH1	MATHSKILLS 1	GRIFFIN	9.95	8.45	
MATH2	MATHSKILLS II	GRIFFIN	9.95	8.45	
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MFC	MICROS FOR CHILDREN	STELL	6.95	5.25	
MILLI	MILLIONAIRE	INCENTIVE	5.50	4.50	
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MMSP	MONTY MOLE	GREMLIN	6.95	5.55	
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MMTB	MORRIS MEETS THE BIKERS	AUTOMATA	6.00	4.00	
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MUGSY	MUGSY	MELBOURNE HSE.	6.95	5.55	4.95
SNFG	NICK FALDO'S OPEN	ARGUS PRESS	9.95	8.30	
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*SNIGSH	NIGHT SHADES	ULTIMATE	9.95	8.30	
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PYJAM	PYJAMARAMA	MIKRO-GEN	6.95	5.85	4.45
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SRTE	RETURN TO EDEN	LEVEL 9	9.95	7.95	
SRIVRA	RIVER RAID	ACTIVISION	7.95	6.65	



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
*SROS	ROBIN OF SHERWOOD	ADVENTURE INT.	9.95	8.30	
SROCCO	ROCCO	GREMLIN GRAPHICS	7.95	6.15	
*SROCRI	ROCKFORD'S RIOT	BEYOND	9.95	8.45	6.95
SRHS	ROCKY HORROR SHOW	CRL	8.95	6.95	
SRRR	ROLAND'S RAT RACE	OCEAN	6.90	5.85	4.90
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SCUSP	SCUBA DIVE	DURELL	5.95	4.55	3.95
SHADO	SHADOWFIRE	BEYOND	9.95	8.45	5.95
SHERL	SHERLOCK	MELBOURNE HSE.	14.95	12.95	10.00
SSIAMA	SIAMAZOOM	SILVERSOFT	6.95	5.90	
SIRLA	SIR LANCELOT	MELBOURNE HSE.	5.95	5.05	
SSKIST	SKI STAR 2000	RICHARD SHEP.	7.95	6.15	
SKODA	SKOOL DAZE	MCS LIMITED	5.95	5.00	
SSLICK	SLICKER PUZZLE	DK'TRONICS	5.95	5.05	3.25
SNOSP	SNOWBALL	LEVEL 9	9.95	8.45	
SSOFTA	SOFTAID	QUICKSILVA	4.99	4.45	
*SSOUBE	SOUTHERN BELLE	HEWSON	7.95	6.75	5.85
SSPASH	SPACE SHUTTLE	ACTIVISION	7.95	6.65	
SSPEOP	SPECIAL OPERATIONS	LOTHLORIEN	5.95	4.95	
SPECT	SPECTRON	VIRGIN GAMES	5.95	4.45	2.45
SPESP	SPEED DUEL	DK TRONIKS	5.95	4.75	2.95
SSPIDER	SPIDERMAN	ADVENTURE INT.	9.95	8.45	6.45
SPLSP	SPLAT!	INCENTIVE	6.50	5.55	
SSPYHU	SPY HUNTER	SEGA (U.S.GOLD)	7.95	6.65	4.95
SSVS	SPY VERSUS SPY	BEYOND	9.95	8.45	6.95
SSQUAS	SQUASH	NEW GENERATION	7.95	6.25	
SSTARI	STARION	MELBOURNE HOUSE	7.95	6.15	
SDS	STEVE DAVIS SNOOKER	CDS MICROSYSTEMS	7.95	6.75	
STE	STOP THE EXPRESS	PSION	5.95	5.05	
STRLO	STRANGELOOP	VIRGIN	6.95	5.90	
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SUPCH	SUPERCHES 3.5	CP SOFTWARE	8.95	7.60	
SSUPER	SUPERGRAN	TYNESOFT	9.95	7.75	
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SARAKN	TALES OF THE ARABIAN NIGHTS	INTERCEPTOR	5.50	4.25	
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STECTE	TECHNICIAN TED	HEWSON	5.95	4.60	
*STTS	THAT'S THE SPIRIT	SOFTTEK	7.95	6.15	
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TIME	TIME	STELL	6.95	5.95	
STINDE	TINDERBOX	GREMLIN	4.99	4.95	
TNN	TIR NA NOG	GARGOYLE GAMES	9.95	8.45	
TITAN	TITANIC	R & R	7.95	6.75	
TLL	TORNADO LOW LEVEL	VORTEX	5.95	4.50	3.45
TODSP	TOWER OF DESPAIR	GAMES WORKSHOP	7.95	6.75	
TRASH	TRASHMAN	NEW GENERATION	5.95	4.45	
TWTSP	TRAVEL WITH TRASHMAN	NEW GENERATION	5.95	4.95	
STRITR	TRIBBLE TROUBLE	SOFTWARE PROJ.	5.95	4.60	
TKVSP	TWIN KINGDON VALLEY	BUG-BYTE	9.50	7.60	
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VALHA	VALHALLA	LEGEND	14.95	12.95	11.00
VALSP	VALKYRE 17	RAM JAM CORP	9.95	8.45	
SVTK	VIEW TO A KILL (JAMES BOND)	DOMARK	10.99	9.40	7.95
*SWOEF	WAY OF THE EXPLODING FIST	MELBOURNE HSE	9.95	8.45	6.90
WHEEL	WHEELIE	MICROSPHERE	5.95	4.45	
SWITCA	WITCH'S CAULDRON	MIKRO GEN	5.95	4.60	
SWIZLA	WIZARDS LAIR	BUBBLEBUS	6.99	5.40	
WORDG	WORDGAMES	GRIFFIN	7.99	6.45	
WORDS	WORDSPELL	GRIFFIN	7.99	6.45	
SWSB	WORLD SERIES BASEBALL	IMAGINE	6.95	5.40	
WORSE	WORSE THINGS HAPPEN AT SEA	SILVERSOFT	5.95	4.75	
SWRIGG	WRIGGLER	ROMANTIC ROBOT	5.95	4.95	3.95
SZAXXO	ZAXXON	SEGA	7.95	6.65	
ZIPZA	ZIP ZAP	IMAGINE	5.50	4.15	0.95
ZZOOM	ZZOOM	IMAGINE	5.50	4.15	0.95

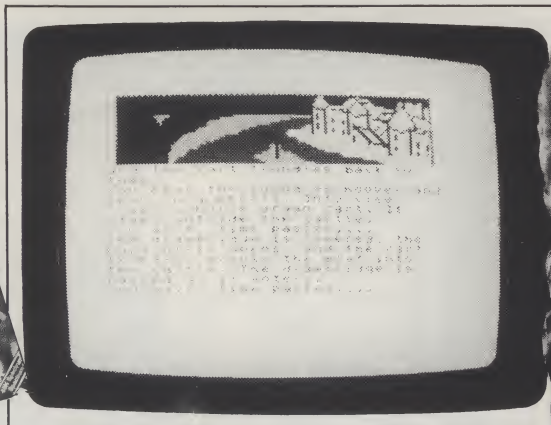


Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston  
Category:  
Adventure  
Publisher:  
Mirrorsoft



Ashkeron is a graphical adventure with a slight difference in that it features 'walk-thru' graphics. This creates the effect of walking through the locations, or at least tries to. It does this by splitting at the middle and gradually displaying the next picture when walking north or south, and by scrolling right or left when walking east or west. The effect is not exactly stunning but it does work quite well.

Now, back to the adventure itself! In the principality of



## ASHKERON!

Ashkeron, a marriage is about to take place between Princess Zerahina and her groom. However her marriage will be cursed if it takes place without a dowry of five treasures. These treasures have been stolen by an evil wizard and hidden within his castle. Your job as Blacksmith Stephen is to recover these treasures and thus allow the

marriage to proceed. Starting out, you find yourself outside the wizard's castle alone in the forest. The first problem that confronts you is to gain entry into the castle. This problem took us some time to solve, not because of its complexity but because of the words that have to be used (these are obvious once the puzzle has

been completed). Once in the castle the adventure proceeds well, the locations are drawn well, and there are many characters to meet and befriend including a burly serf, a frisky horse and Toombe the Butler. The program offers two types of game, a standard and a randomised version. In the random version the treasures are scattered in different places each time. At one point the wizard appeared and left an hour-glass floating in mid-air with the sand running upwards. Chanting a poem he vanished. It's up to you to compensate for the time reversal!!

Overall we found Ashkeron great fun to play once the problem of castle entry had been solved. The graphics are good on the whole and the descriptions are quite informative.

Ratings:  
Graphics: 7  
Colour: 6  
Sound: 4  
Originality: 7  
Interest: 8  
Order Code: SASHKE

Review:  
Richard Peace



Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston, Sinclair  
Category:  
Arcade Adventure  
Publisher:  
Palace Software  
Review:  
Richard Peace

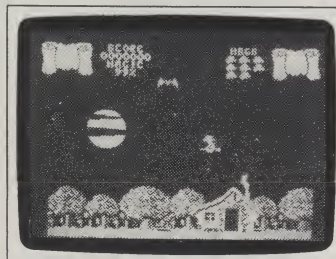
As a witch you must fly forth on your broomstick in search of six ingredients of a spell which will rid the Pumpkin from the land and give you the ultimate prize, the Golden Broomstick. Each ingredient of the spell is hidden behind a number of coloured doors scattered across the land. To gain access to the rooms behind these doors it is necessary to find certain coloured keys which may also be seen behind trees etc. Obstacles bar your way and enemies attack you from all directions, mouldy pumpkins, seagulls, bats and fireballs are just a few. In order to kill these, your broom can fire magic fireballs but for every one

fired you lose a magic point (given as a magic percentage). This also decreases as you are hit.

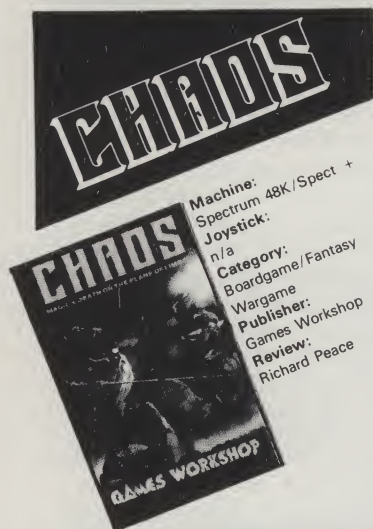
Once access behind a door has been achieved you must jump from platform to platform in search of the ingredient. Once this has been obtained it must be returned to your house and then the quest for the next ingredient begins.

The graphics in the game are very good and clear but we did not like the way in which the screen scrolls in pages as the witch moves across the landscape. A bonus to the game is the copy of an unreleased version of the Evil Dead on side two.

Ratings:  
Graphics: 8  
Colour: 7  
Sound: 6  
Originality: 8  
Interest: 7  
Order Code: SCAULD







Machine:  
Spectrum 48K/Spect +  
Joystick:  
n/a  
Category:  
Boardgame/Fantasy  
Wargame  
Publisher:  
Games Workshop  
Review:  
Richard Peace



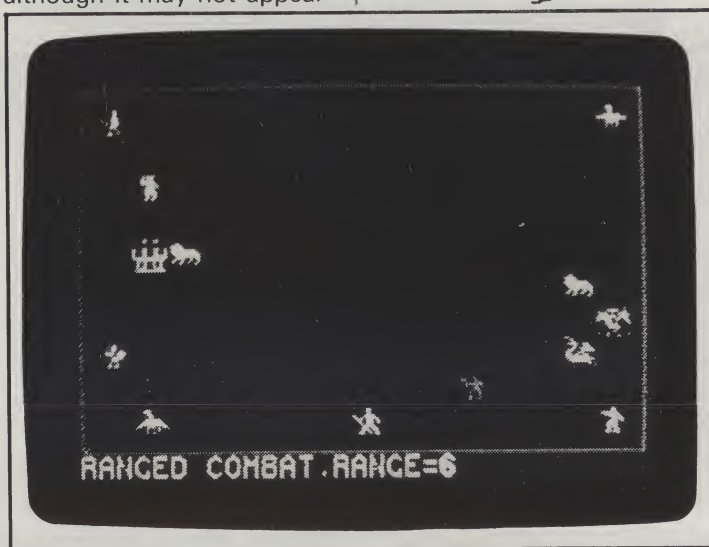
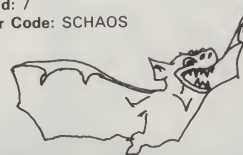
Back in the depths of time there was magic and death on the plane of Limbo. Now you and up to 7 other wizards may battle it out to become the highest wizard in creation. Chaos is a kind of boardgame, set in a rectangular playing area. There can be 2 to 8 wizards of which any number can be controlled by the computer. At the beginning of each

turn, each wizard gets the chance to select a spell. These spells are given randomly at the start of the game, and it is up to the wizard when he uses them. Information can be gained on each spell by reading the inlay card and by using the EXAMINE SPELL option on the main menu. This gives details on the range and casting chance (a percentage) of the particular spell based on the state of the Universe (Lawful, Neutral or Chaotic). Chaotic spells are easier to cast in a chaotic universe etc. Once all the spells have been selected using the SELECT SPELL option the game proceeds to the board. Each wizard then takes it in turn to cast their spells which either succeed or fail. It is possible to cast creature spells as an Illusion (100% chance of success) but these may then be destroyed by a DISBELIEVE spell. After spell casting has taken place, it is time to move your creations. It is possible to highlight your creations by pressing your player number. Movement leads to combat if a creature is placed adjacent to an enemy or if the creature is close enough for ranged combat. Only certain creatures have ranged

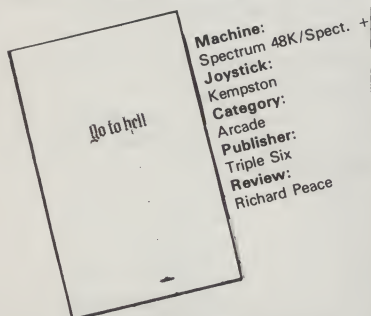
combat. Others may be used as mounts by the wizard, provided quick and easy movement around the board, especially if the creature can fly. Spells are not necessarily creature spells and can be things like magic fire, chaos, magic wings and shadow form, the latter making you semi-visible until you attack something. We really enjoyed this game although it may not appeal

to some people. It is not a fast arcade game or even a kind of adventure but it may appeal to strategists among you.

Ratings:  
Graphics: 7  
Originality: 10  
Colour: 7  
Interest: 8  
Sound: 7  
Order Code: SCHAOS



# CHAOS



Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston  
Category:  
Arcade  
Publisher:  
Triple Six  
Review:  
Richard Peace

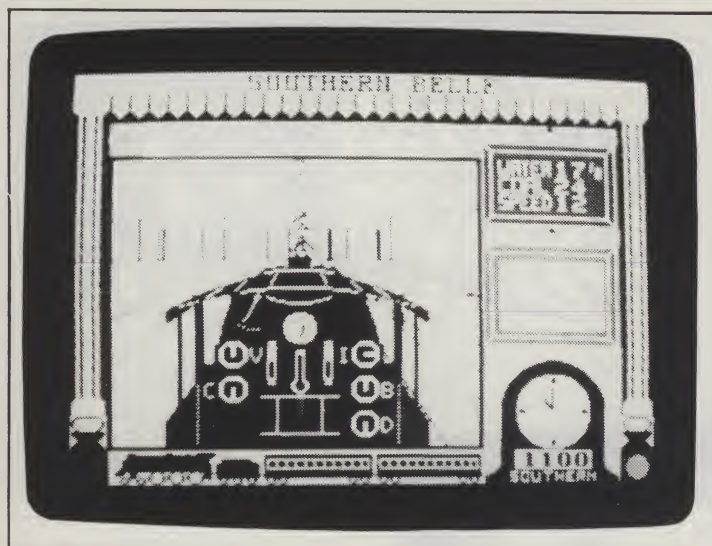
This game is based around a maze of living walls and torture chambers filled with all manner of nasties including monks, eyes and spiders which spin webs across the exits blocking your choice of routes. The background to the story is rather corny and suggests that after being rude to your friend he has been sent to hell and imprisoned in Beelzebub's lair. Of course, since you are not all that bad, Satan has given you the chance to redeem yourself by entering



the maze, finding your friend and escaping. You are armed with crucifixes and must find seven sacred crosses on the journey in order to defeat Satan. The graphics of the maze are generally very good and colourful. Disembodied heads are sawn in two, guillotines crash down and large dragons gnash their jaws as you pass. At the start of the game you may select joystick or keyboard and Beelzebub's head appears and moves, closing his mouth and eyes. The game is quite addictive as maze games go, but the novelty wears off after a while. But if you enjoy shoot-em-up games with a challenge, this could well be for you.

Ratings:  
Graphics: 7  
Sound: 5  
Colour: 7  
Originality: 7  
Interest: 6  
Order Code: SGTH





Travel back in time to the steam-age with this train simulation from Hewson Consultants and see if you can keep to schedule, without breaking the speed limits!

Once loaded, the program displays a menu surrounding an excellent picture of a steam locomotive. This menu allows for seven different options to be selected including a demonstration, a training run, a record breaking run and a problem run. The problem run is probably the most interesting, but first you'll need to master the controls.

Once the initial option has been selected, you must choose the control option. This allows for either total control, or just certain instruments. The controls that may be operated are as

follows:

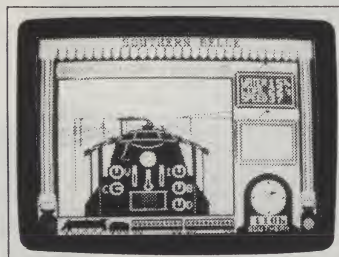
**the whistle** — must be blown when starting, entering tunnels, or approaching maintenance crews.

**the regulator** — controls the flow of steam to the cylinder and ultimately your speed.

**cut-off** — this controls the time during each cylinder cycle that steam is allowed to enter the cylinder.

**vacuum brake** — has five positions, offering different degrees of braking.

Once you're more experienced you can operate



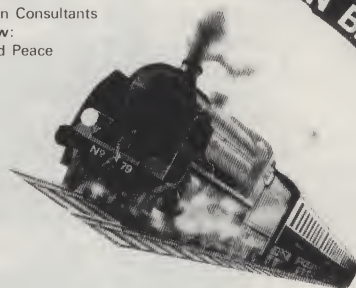
the blower, the injector, the dampers and even the firehole doors. Use of these devices is given in the instructions.

At the end of a run, you are assessed and given a rating as a percentage. The view of the train is from slightly behind and above the cabin. All instruments are displayed in the cab and extra info is given on the right hand side of the screen such as gradient, position and signal state. On your journey you will see stations, work crews, tunnels and even Battersea Power Station. The track winds as the train travels forward. Remember to open your blower as you enter a tunnel or there may be an explosive blowback which will incapacitate your crew.

The graphics are fairly

# SOUTHERN BELLE

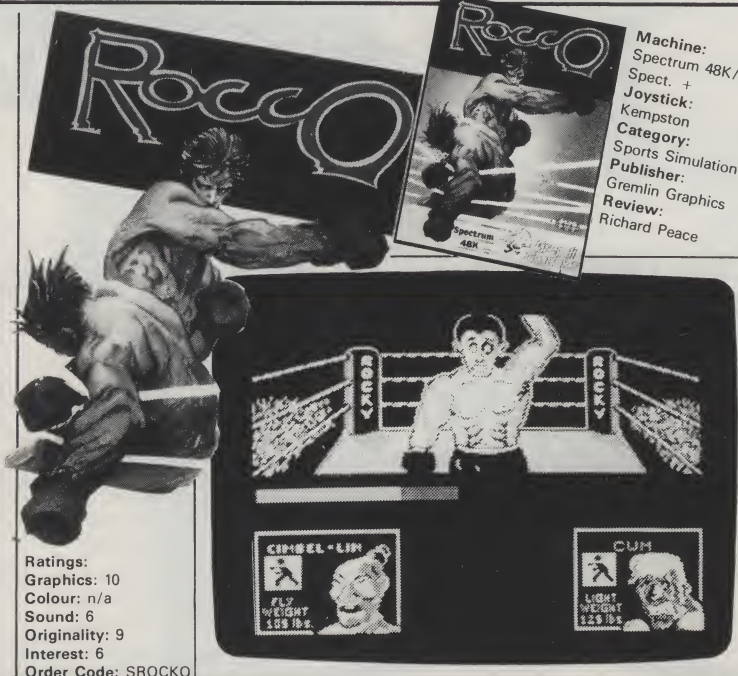
Machine:  
Spectrum 48K Spect +  
Joystick:  
n/a  
Category:  
Simulation  
Publisher:  
Hewson Consultants  
Review:  
Richard Peace



good, if a little jerky, and are acceptable. After a while the game becomes more fun to play due to your experience of the controls and needs to be kept at until mastered. All of the track and scenery graphics are in black and white, but the sides are in colour. Overall, a good simulation game which is only let down by the jerky movement of the scenery.

**Ratings:**  
Graphics: 65% Jerky but O.K.  
Originality: 99% There hasn't been another train simulation!  
Sound: 60% Quite effective "clackety-clack."  
Interest: 80% Very novel idea and good fun.  
Colour: 20% Colour would have slowed the game down and made the 3d movement unrealistic.

Unfortunately this game was released just at the time that rumours were spreading about Frank Bruno's Boxing and pictures of the latter were being published in many magazines. If it had arrived a lot earlier it would have been received enthusiastically by the computer press. Featuring very clear graphics, Rocko is another boxing simulation in which you must fight against a number of opponents to reach the World Champion title. Control is in the form of left or right attack, and left or right defence and therefore makes the game a straight slugging match rather than a tactical bout as in FBB. The graphics are clearer

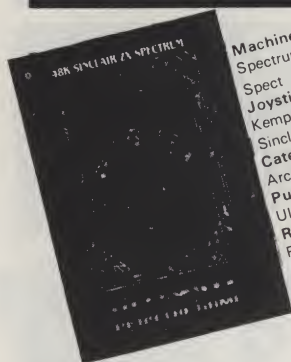


Ratings:  
Graphics: 10  
Colour: n/a  
Sound: 6  
Originality: 9  
Interest: 6  
Order Code: SROCKO

Machine:  
Spectrum 48K/  
Spect. +  
Joystick:  
Kempston  
Category:  
Sports Simulation  
Publisher:  
Gremlin Graphics  
Review:  
Richard Peace

than FBB, but only the top half of each boxer is visible and the faces do not change as you progress through the competition. Also there are only four opponents with which to fight. The screen display shows the ring in the top half, which incidentally does not move like the one in FBB, and two 'cards' in the lower half. These cards show your opponent's face, weight and category, and his name. The boxers' movements are quite realistic and sweat flies off their faces when hit (or is it their teeth!!). Rocko is quite enjoyable but is not terribly addictive. Read the review on FBB and decide which game is for you, an all out slugging match, or a tactical slugging match!

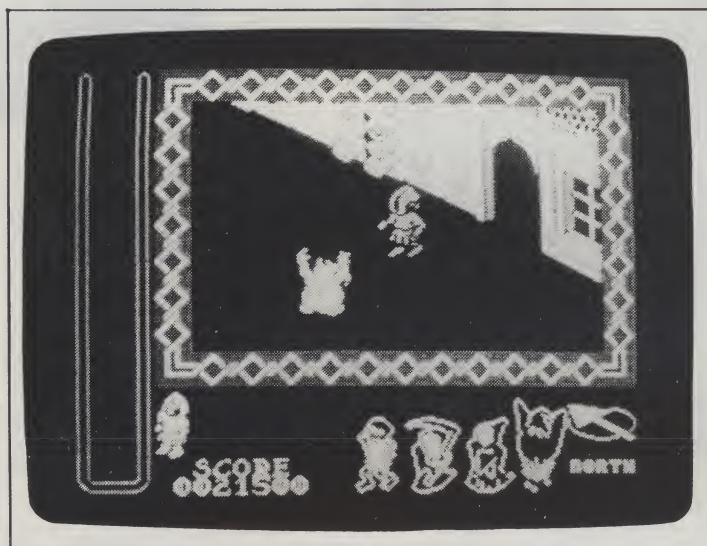




Machine:  
Spectrum 48K  
Spect +  
Joystick:  
Kempston,  
Sinclair, Cursor  
Category:  
Arcade Adventure  
Publisher:  
Ultimate  
Review:  
Richard Peace

At last a new title from Ultimate after a gap of several months. Featuring Filmation II, Nightshade is an extension of the Knightlore idea. Instead of Sabreman, you control a little Knight who travels round the Nightshade village in search of the objects to destroy the evil there. Instead of your character moving around the screen though, the landscape scrolls past you as you walk in three dimensions. As always the graphics are clear, fast and depict various types of monsters who roam about the village. If you are in an appropriate position, the

sides of tudor buildings, log cabins and churches can be seen. It is amazing to see graphics of this size scroll so smoothly in a diagonal direction. Entering houses etc. shows some of the interior walls and others which are not visible, as lines (to allow you to see through). Weapons are not automatically held and will need to be collected as they float in certain rooms.



The object of the game is to destroy the evil skeleton, ghost, reaper and one other who looks like a monk, by collecting various sacred objects and firing them. The game is easy to get into, but hard to play. The graphics are outstanding but there are no puzzles as in Knightlore. Maybe it's just as well. It is certainly not another follow up to Knightlore.

Ratings:  
Graphics: 96% — Great creatures, some divide up when hit!  
Originality: 80% — Filmation II.  
Sound: 65% — Quite acceptable.  
Interest: 90% — Good fun to play, clear screen layout. Addictive.  
Colour: 70% — Quite well used but characters are white.  
Order Code: SNIGSH.



Spirals, wrenches and circular objects can all be fired at the creatures but watch out — when they die the germs live on and may attack you. These are plague germs. If you are hit by a

creature you will catch the plague and turn green. A subsequent hit will kill you. Bottles of medicine can be found scattered about and even boots with wings to make you run.

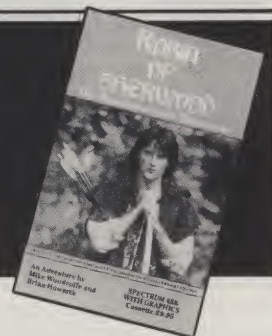
In the days of the Lion spawned of Devil's Brood, the Hooded Man shall come to the forest. There he will meet Herne the Hunter. The Powers of Light and Darkness shall be strong within him. And the guilty shall tremble.

PROPHECIES OF GILDAS These words are the opening to an excellent graphic adventure based on the exploits of Robin, the Hooded Man. Imprisoned by Robert

de Rainault (High Sherriff of Nottingham) you must escape and meet Herne the Hunter in the forest, whereupon you are given your mission, to retrieve the seven Touchstones of Rhiannon.

The first problem is how to get out of the dungeon. This is no easy task, and realising this, *Adventure International* have included a coded solution to the

## ROBIN OF SHERWOOD



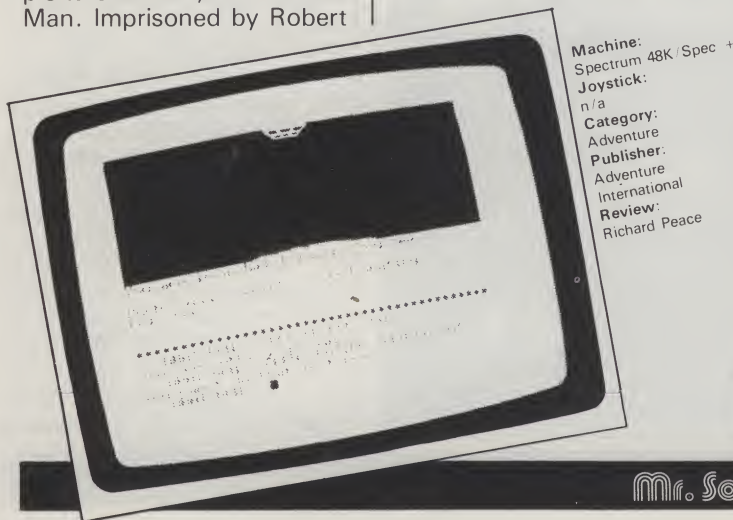
escape (you may well need it). Graphics are displayed in the top third of the screen and are very clear indeed, although sometimes a little slow in appearing. In fact this is a rare case in which *Spectrum* screen-shots are shown on the back of the *Commodore* version's box!

Text is well redefined as per most *Adventure International* games and is mostly plentiful. Some locations have moving backgrounds, notably the stunning waterfall, and some just change when certain actions are carried out. Commands can

be strung together using commas or full-stops allowing for easy interaction with the program.

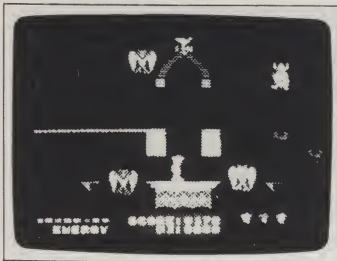
We enjoyed this adventure immensely (although it starts off fairly hard) and would recommend it to all fans of the TV series and seasoned adventurers.

Ratings:  
Graphics: 90% — Clear and well drawn. There are some moving backgrounds and changing scenery.  
Originality: 80% — Mostly original problems especially the dungeon escape.  
Sound: n/a  
Interest: 85% — After enjoying the TV series it was great to participate!  
Colour: 65% — Quite well used in all locations. Text display is all black and white.  
Order Code: SROS.



Machine:  
Spectrum 48K / Spec +  
Joystick:  
n/a  
Category:  
Adventure  
Publisher:  
Adventure International  
Review:  
Richard Peace





### Description:

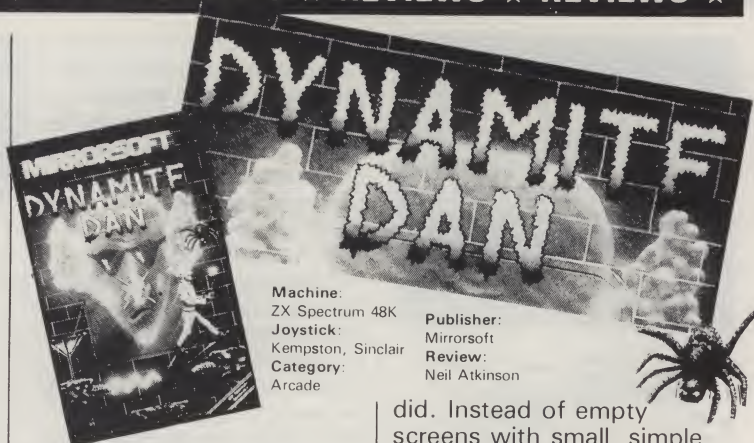
Take a guess as to the type of role that you play in this game — yes, you guessed correctly, you play a hero who goes by the name of Dynamite Dan. "Dynamite" because of Dan's task. He has to collect eight sticks of dynamite that are scattered around the dastardly Dr Blitzen's cliff-top retreat, where he has devised plans for a "super psychon megaray". Once Dan has found the eight sticks of dynamite he must use them to blow the safe that the plans are kept in. The game starts as Dan arrives at the rooftop of Dr Blitzen's retreat by airship. As you guide him off the airship and into the maze of rooms, don't forget the way you came, as part of Dan's mission is to escape....alive!

The first screen of the game has the basket of an airship at the top, which Dynamite Dan is standing in. He is about a centimetre high. You can make him walk left, right or jump. A combination of walking and jumping makes him climb stairs. At the bottom left of

the screen there is an energy indicator, and at bottom right the number of lives that Dan has left. Every time the energy indicator goes to zero Dan loses another life. His energy can be increased by walking through items of food like eggs, cocktails and ice-cream which are found in many of the rooms. Good advice to anyone guiding Dan around the retreat is to avoid anything that moves — as contact with any of the 'nasties' that inhabit the rooms proves to be a great drain of life-essential energy. To help Dan around the maze of rooms there are lifts, trampolines, a river with rafts on and telecoms — when Dan walks into one he could end up anywhere in the retreat.

### Reviewer's Comment:

From the basic style of *Dynamite Dan* I guess that

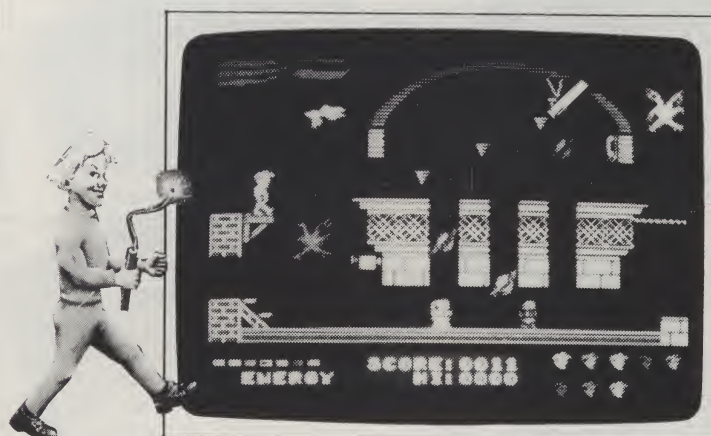


Machine:  
ZX Spectrum 48K  
Joystick:  
Kempston, Sinclair  
Category:  
Arcade  
Publisher:  
Mirrorsoft  
Review:  
Neil Atkinson

a quick look at it will result in the conclusion that it's "Just another *Jet Set Willy* imitation." And there may be reasons for such a reaction. Dan is a small animated man, quite similar to Willy. The simple but effective game controls of left, right and jump are the same — as is the concept of a maze of rooms, with objects to collect. But *Dynamite Dan* goes a lot further than "*Jet Set Willy*" or any of its spin-offs ever

did. Instead of empty screens with small, simple graphics, "*Dynamite Dan*" has screens full of detail, with action all over the place. The graphics, although small due to the limited amount of screen space, are excellently detailed, and vividly coloured. There are a couple of nice touches at the beginning and end of the game. The title screen and instructions have little messages like "NO CHANCE" flashing across the bottom, which is true as the game is very difficult. When you finish the game without successfully completing your mission, along with your score and the number of rooms that you have visited, you see Dr Blitzen, with an evil grin on his equally evil face. He shoots Dan dead!

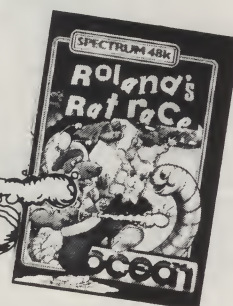
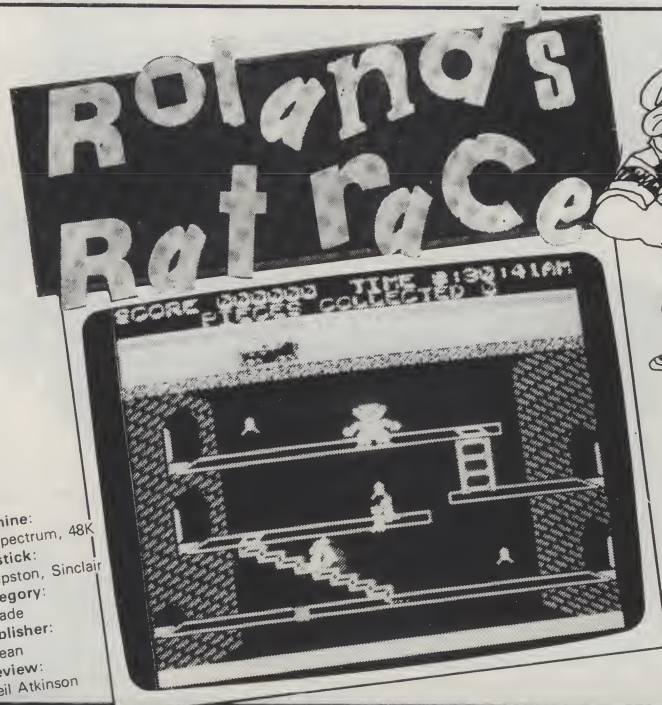
Ratings:  
Graphics: 95% — small, colourful and very smoothly animated.  
Originality: 70% — similar to, but much more than existing platform games.  
Sound: 65% — a tune plays throughout the game, occasional sound effects.  
Interest: 85% — lots to do.  
Colour: 76% — vivid effects.  
Order Code: SDYNDA.



### Description:

Roland Rat, superstar extraordinaire, is having a bit of trouble getting to work. His alarm hasn't gone off, and his car won't start. So you have to guide him through a maze of tunnels and drains, to get to the TV-AM studios on time. Each screen shows Roland Rat, who has to travel along pipes, up and down ladders, avoid the "nasties" or squirt them with his glue gun. Roland can move freely from screen to screen, and to reach the studios he must collect parts of a door and its key, so that he can get out, when he eventually works his way to the right tunnel.

Machine:  
ZX Spectrum, 48K  
Joystick:  
Kempston, Sinclair  
Category:  
Arcade  
Publisher:  
Ocean  
Review:  
Neil Atkinson

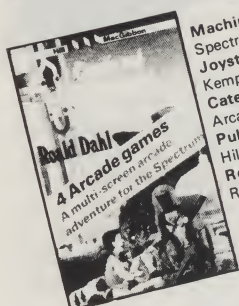


The graphics are very well drawn, and brightly coloured. The screens are quickly drawn, although they don't scroll. A very entertaining game — for young and old alike.

Ratings:  
Graphics: 8  
Originality: 8  
Sound: 7  
Interest: 7  
Colour: 8  
Order Code: SRRR



# Charlie and the Chocolate Factory



Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston  
Category:  
Arcade Adventure  
Publisher:  
Hill MacGibbon  
Review:  
Richard Peace

Charlie and the Chocolate Factory is a collection of programs based on the book of the same name by Roald Dahl. The first side of the cassette consists of four arcade games, which although two of them are fairly hard, feature quite 'primitive graphics' and have no lasting appeal. It is suggested in the inlay that the function of these games is to allow a code to be found, in order to play the adventure on side two. Without the code, the factory may only be explored in practice mode (unlimited lives) but in our copy this did not seem to be present. The four games are centred around four of the characters in the book,

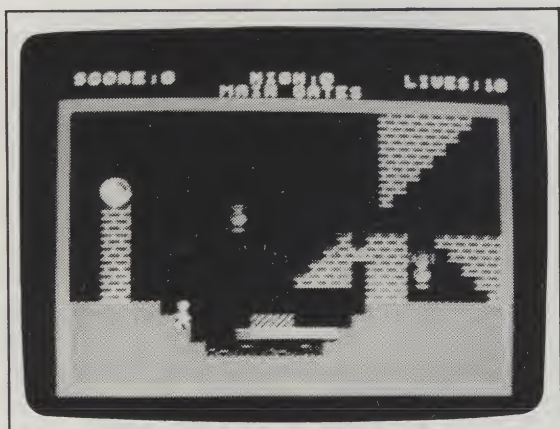
namely Augustus Gloop, Violet Beauregard, Veruca Salt and Mike Teavee. Augustus is stuck in the sweet machine and is swooping around in the tubes. Violet is in the juicing room and must bounce blueberries into a hole on the right side of the screen in order to survive. Veruca Salt must lay nuts to poison the enraged squirrels and Mike must collect all the Wonka Bars without being shrunk by the cameras that are on patrol. The arcade adventure on side two is of a higher standard than the four games but is by no means as good as Jet Set Willy etc. The characters do not move very smoothly at all especially when Charlie jumps or should we say jerks across the screen. It is fairly comprehensive though, featuring 43 rooms all set in Willy Wonka's fantastic factory. All the detail is there, chocolate waterfalls, cocoa streams and even oompahloompas (if you're not sure what oompahloompas are just read the excellent book supplied).

Your object is to collect all the Wonka Bars scattered

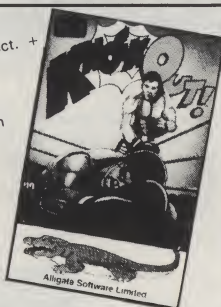
around the rooms and collect the keys for the GREAT GLASS ELEVATOR. These keys are not present on the practice version and so in order to complete the game it is necessary to find the code (if it exists!)

We enjoyed some of the games, namely those featuring Mike Teavee and Veruca Salt but the others do let the package down. An added bonus is the inclusion of Roald Dahl's book and the arcade adventure is fairly addictive.

Ratings:  
Graphics: 6  
Sound: 5  
Colour: 6  
Originality: 7  
Interest: 6  
Order Code: SCCF



Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston  
Category:  
Sports Simulation  
Publisher:  
Alligata  
Review:  
Richard Peace



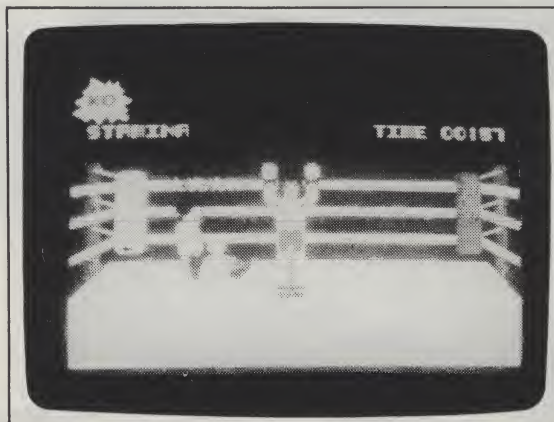
Yes, you've guessed it, Knockout is another Boxing game. Unlike *Rocko* and *Frank Bruno's Boxing* however, Knockout features two 'full size' boxers seen from the side view. Your task is to fight three bouts with two other opponents. The first opponent, Slugger Sam, must be knocked down three times in order to qualify for the Championship Fight against the Bold Bully. A code is given after the first fight in order to allow access to the second program on the tape, the Championship. You may use either the keyboard (5 keys) or the joystick to control your man using a combination of

guard, head punch, body punch, and left/right movements. For every hit made to your person by your opponent you lose one stamina point and when your stamina reaches zero, you are knocked out. Attacking your opponent is a different matter. For every head blow you are given one arrow point on the KO indicator and for every body blow while his guard is up you receive two arrow points. When the arrows reach the KO sign, the next

blow renders a knockout. This matter is complicated because if you strike your opponents guard or hit his body while his guard is down you lose an arrow. Overall this game is rather hard to play and the movements are slow. Playing with the keyboard is unresponsive, and playing with the joystick is hard because a combination of fire and a direction is needed for some commands. The graphics are large and well designed and colour is

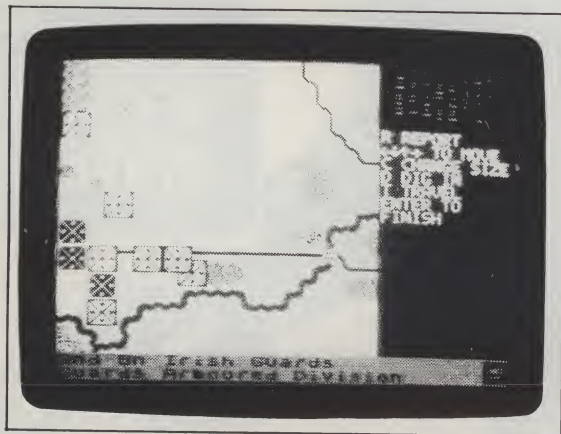
used quite well. It would be well worth it to read the reviews on *Rocko* and *FBB* before making a decision on the game for you.

Ratings:  
Graphics: 6  
Colour: 7  
Sound: 6  
Originality: 9  
Interest: 3  
Order Code: SKNOCK





# ARNHEM



Arnhem is the first Spectrum wargame that we have actually enjoyed playing! It can be played as a 1, 2 or 3 player game. In the 1 player game, you take the part of the Allied forces against the Germans and in the 2 player game, one person plays the Allies and the other the Germans. A three player game is identical to the two player game except one person moves the Americans and another the British. The remaining player controls the Germans. There are a total of five scenarios depicting Operation "Market Garden". The actual event happened in 1944; can you do better?

## GAME FEATURES

The five scenarios included in the game depict different parts of the battle and Scenario Five, Market Garden, covers the whole operation. Each scenario is made up of turns, and each turn has three phases, a mechanical phase, a non-mechanical phase and then the second mechanical phase. The mechanical phases allow motorised units to be moved and carry out combat while the non-mechanical phase is for other units (infantry etc.) At the beginning of each phase units may be given orders depending upon their

present circumstances. A report gives vital information on the status of the unit, keys 5-8 move the unit and B allows a unit to Bombard an enemy position. The other possible orders are DIG IN, CHANGE SIZE, and TRAVEL (along roads). Movement is dependent upon the type of terrain. A table is given in the instructions detailing the number of squares possible on a particular terrain. Road movement via the TRAVEL option is fast and up to ten small squares may be travelled each phase. Combat happens automatically when a unit is adjacent to an enemy position or when the bombard option is taken. Bombardment can only take place within a certain range. While an attack is in progress, the unit under attack flashes and a sound, specific to the type of attack, is heard. The duration of this sound symbolizes the amount of damage in-

curred. Reinforcements may arrive at the beginning of a phase.

## PLAYING TIME

Each scenario is given a set number of turns as a limit for playing. Victory must be achieved within the allotted number of turns. As a guide, the whole battle (scenario five), lasts for 26 turns and 8-10 hours is necessary for play. The game can be saved at a particular point however.

## CRITICISM

The screen display is well set out, with the map on the left, an information window at the base of the screen, the date in the top right, and the order window on the right. The graphics are fairly clear and large enough for their purposes. Sound is used adequately but could have been improved a bit. Playing the game is fairly easy in operation, but difficult in strategy. Overall a great game for two players but tedious for one.

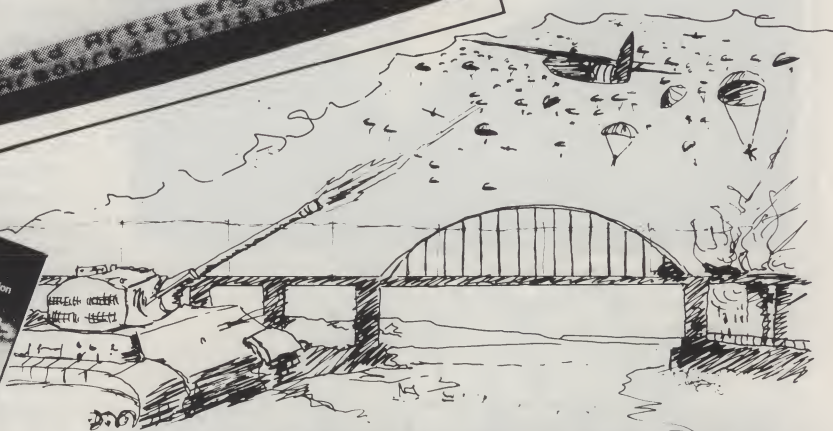
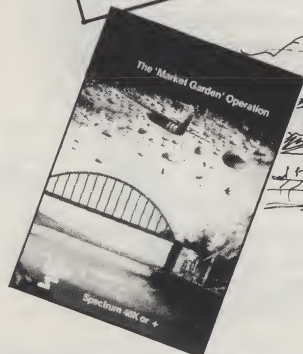
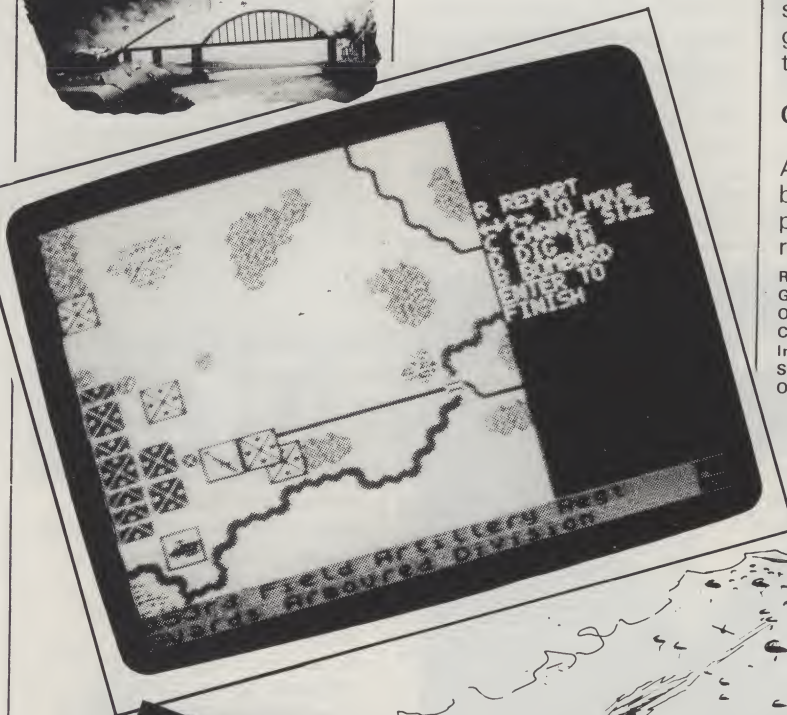
## OVERALL

Arnhem has got to be the best wargame we have played and is highly recommended.

Ratings:  
Graphics: 7  
Originality: 9  
Colour: 6  
Interest: 8  
Sound: 6  
Order Code: SARNHE

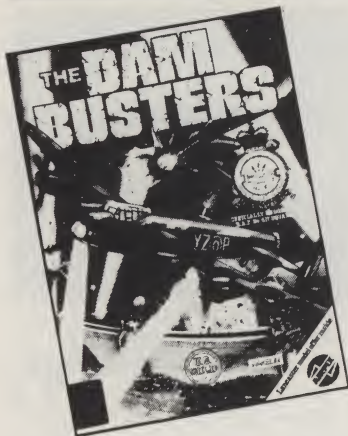
Machine:  
Spectrum 48K/Spect +  
Joystick: n/a  
Category:  
Wargame

Publisher:  
CCS  
Review:  
Richard Peace



# ARNHEM



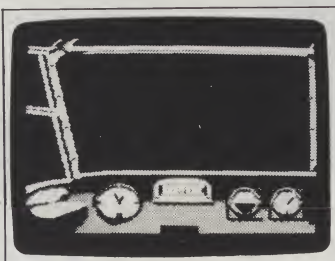


Wow! A really stunning piece of software — Dam Busters recreates the mission to strike at the heart of Germany's industrial land. The breaching of the great Moehne, Eder and Sorpe dams would flood the Ruhr and cut off vital water supplies. Of course, the successful result of the mission is now famous, but how will you fare in your mission?

This game gives you the chance to relive this historic event, not only as pilot of a Lancaster Bomber but also controlling navigation, front and rear gunners, the bomb aimer and the flight engineer. How? Well an exceptionally clever piece of programming allows you to switch instantly between the 6 different screens. The main control area is the pilot screen which

is accessed by pressing 'Q' on the keyboard. Through the windscreen you see the black night sky with stars and horizon lights. You also see the beam of searchlights, barrage balloons, and ME10 night fighters. As pilot you have control of the plane and can bank left or right, and as in a real Lancaster pulling back on the joystick makes the aircraft climb, pushing forward makes it dive. At the bottom of the screen you have a compass, an altimeter, an artificial horizon, and an airspeed indicator.

When you hear the rattle of aircraft fire press 'W' or 'E'



and you will take the place of the front or tail gunner, respectively, and the view is of black sky through the gun turret. The front gunner controls two machine guns, and the back gunner four. All are controlled in the same way. The joystick now controls the gunsights, where the various streams of fire meet. The guns are activated

by pressing the fire button. The front gunner also works as the bomb aimer, but he can only be activated on the approach to the dam. On the bomb aimer screen you can turn on two switches. The first turns on the two spotlights that you must line up to obtain the correct altitude to drop the bomb. By pressing 'R' you take the place of the navigator who has the important job of plotting the course through the enemy territory. The joystick controls a cursor that moves around the map of Northern Europe, consisting of six screen-sized maps. As you move the cursor around the screen the heading of the compass at the top of the screen will change. This new heading is reflected on the pilot's compass and he should change his course accordingly.

Pressing 'Y' reveals the first engineer screen. This contains four throttles, four booster controls and four engine fire extinguishers. There are also four engine rpm gauges, and four booster gauges. All the functions are controlled by moving a small dot to underneath the required switch. Pressing 'fire' selects this switch, and then pushing the joystick forward moves the lever forward, and pulling the joystick back moves the lever



Machine:  
Spectrum 48K  
Joystick:  
Kempston, Sinclair, Protek  
Category:  
Arcade/Simulation  
Publisher:  
US Gold

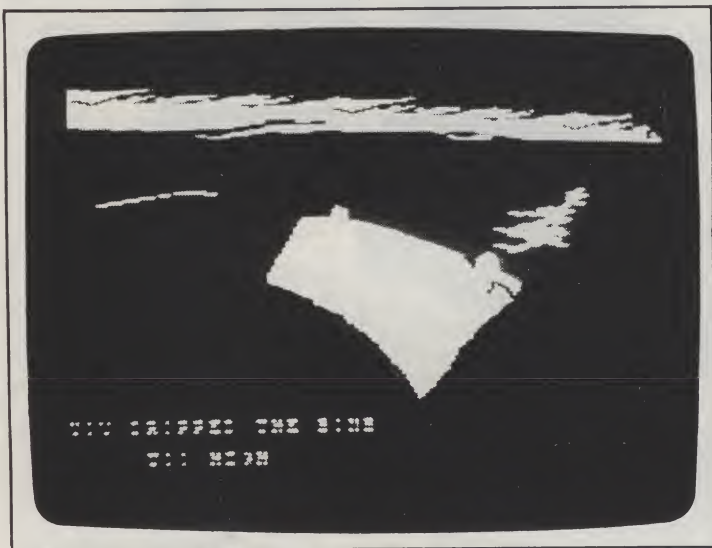
back, which reduces the power.

There are three different levels that the game can be played at. Easiest (but still hard) is the practice dam run, where there is no enemy action. Next is 'Fair', where the mission starts from the channel. The hardest level starts from the Scampton Airfield. If you choose this level there is a second engineers screen that deals with take-off controls. There is a flap controller, landing gear on/off and a rudder trim control. There are also fuel control gauges.

The final screen is accessed by pressing 'I'. This gives a written report on how many times you have been hit by fighters, ground fire barrage balloons and searchlights. The condition of the engines is also shown.

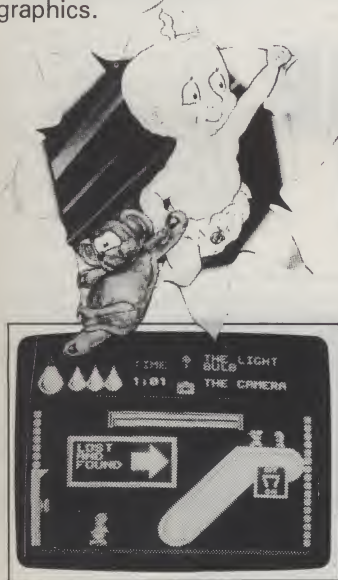
Overall Dam Busters is a thoroughly enjoyable game, very playable, with excellent program design and good graphics. Highly recommended — don't be without it!

Ratings:  
Graphics: 8 Interest: 9  
Originality: 9 Colour: 9  
Sound: 8 Order Code: SDAM5U

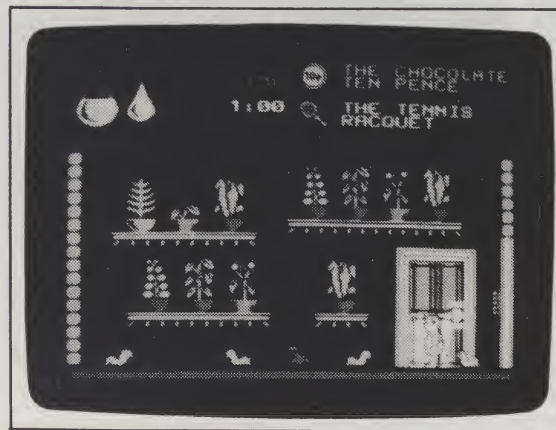




Yet another spin-off from Pyjamarama, this time featuring Herbert, from *Everyone's A Wally*, lost in a large department store. The idea of the game is to reunite Herbert with his parents, Wally and Wilma, by 5.30pm (closing time). In order to complete the game it is necessary to solve the adventure and complete several arcade games found within the levels of the store. A quick method of moving around the store is by lift, as long as it is on your floor. The operation of the lift is rather similar to the one in *Technician Ted*, although falling down the shaft is an added bonus with excellent graphics.



## Herbert's Dummy Run



Objects can be found scattered around the store and are automatically taken by passing through them. Collecting two inter-linked objects, for instance the pop-gun and the cork, may form a new object (ie a loaded pop-gun) which may be used for further effect elsewhere in the store. For tasks completed, Herbert is rewarded with Jelly Babies, his favourite sweets. A good idea that is well implemented in Dummy Run is the use of tears to represent 'lives'. As Herbert gets mauled by the enemy his tears fill up but the level

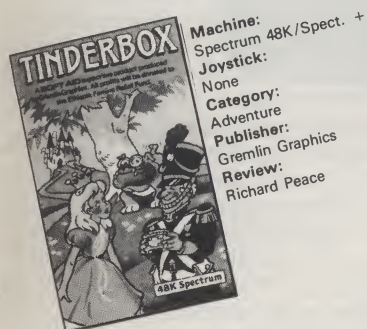
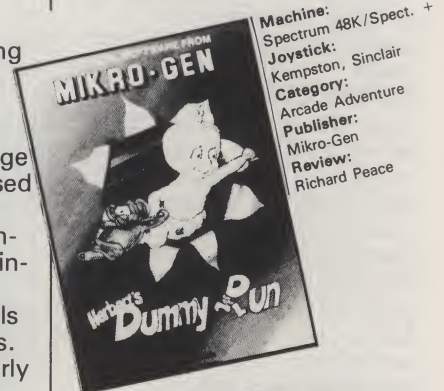
can be decreased by eating various food items. A full tear causes a loss of one life.

The graphics are quite large and clear and colour is used to full effect producing a pleasing mix. Hazards confront you in every room, including roaming vacuum cleaners, rouge tennis balls and 'space-invader' daleks. One feature that particularly caught our notice is the manner in which ropes are ascended. In true Daley Thompson style, keys must hurriedly be 'bashed' propelling Herbert upwards. Although this introduces a

sense of 'realism' and player participation we can't help thinking that many keyboards will suffer under the strain (not to mention all those 'Daley bashed' joysticks lying redundant on shelves throughout the country).

Generally we enjoyed this game thoroughly and if you enjoyed Pyjamarama etc then this is a good continuation of the theme. On the other hand, those of you who have not seen Herbert's predecessors will find it a new challenge and rather difficult to solve.

Ratings:  
Graphics: 9  
Colour: 8  
Sound: 6  
Originality: 4  
Interest: 8  
Order Code: SHDR



*Tinderbox* is a SOFT-AID supportive product whereby all the profits will be donated to the Ethiopia Famine Relief Fund. It is a very good adventure, fun to play and not too hard. *Tinderbox* is based on the classic fairytale of Tom, the common foot soldier. After being injured in battle he finds himself in hospital and is soon allowed to leave. Tom's object is to marry the Princess of the city and

## TINDERBOX



deal with the evil King and his witch accomplice. The adventure is a graphical one although the graphics only take up a small box on the top left-hand side of the screen. Text is also used and the pictures add to the atmosphere of the adventure.

The program is accompanied by the story, presented in program-form on the B-side of the cassette and this offers vital clues to the solution of the adventure.

Generally this game provides an immensely playable adventure with the added effect of saving many lives in Ethiopia if sales go well.

Ratings:  
Graphics: 7  
Sound: n/a  
Colour: 8  
Originality: 7  
Interest: 8  
Order Code: STINDE



# BOXING



Hot on the heels of *Rocko* and *Knockout* comes another boxing simulation featuring excellent graphics and eight other boxers with which to compete. Unlike *Rocko* and *Knockout* however, *Frank Bruno's Boxing* is far more versatile enabling body punches, head punches, ducking, dodging and right hooks/uppercuts to be made.

## DIFFICULTY LEVELS:

FBB has no skill levels but as you progress through the game new boxers, with more skill, can be loaded from the second side of the cassette. In order to load the new boxers a code, your ELITE VIDEO BOXING ASSOCIATION code, must be entered. This is given to you when you finish a fight. The first boxer is the Canadian Crusher who has no code and is present when the game is first loaded. Some of the names are quite humorous, eg Fling Long Chop (from the land of the rising Hi-Fi), Andra Puncheredov and Ravioli Mafiosi.

## A BOUT

A bout lasts for three minutes and for victory, either you or your opponent must be knocked-down three times. The bout begins when your opponent dances to the centre of the ring. You do not move your boxer around the ring but instead the computer

moves him as the fight progresses. In order to secure a knockdown it is necessary to constantly punch and defend. A punch which hits your opponent will send his head flying back and one in the stomach will make his tongue stick out. This also causes KO arrows to appear on a knockout indicator at the top of the screen. When the KO indicator flashes your opponent may be hit with a right hook or uppercut to finish him off. Status is also displayed and when this reaches zero a knockdown is secured. It will be noticed that the opponents do not stick to all the rules of boxing but resort to all the dirty tricks in the book. Having knocked down the Canadian Crusher he promptly stood up and crushed my head between his fists (I remembered to duck the next time). Fling Long Chop is a master of No-Can-Do and performs high kicks to the same devastating effect, and Andra Puncheredov does head-butts.

## CONTROLS

Controls are well placed for operation and consist of left punch, right punch, guard up/down, duck, dodge

left/right, and upper-cut/right hook (depending on guard position). A head punch is performed when the guard is up and a body punch when it is down. Joystick control replaces the functions for ducking, dodging and moving the guard.

## CRITICISM

As with all Elite games the graphics are clear and in this case pretty spectacular. Unfortunately the keys may not be redefined, but that said they are quite easy to get used to. In order to speed up movement of the boxers and to create realistic movement the boxers appear in black and

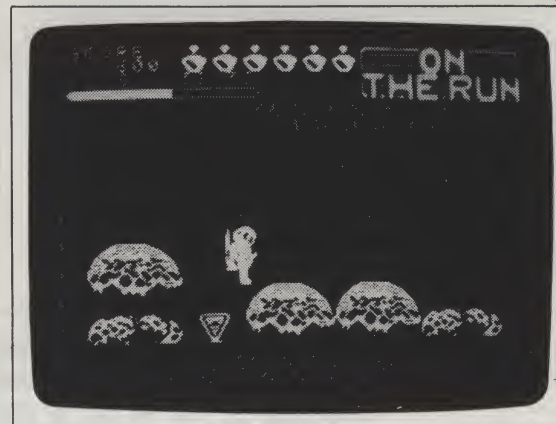
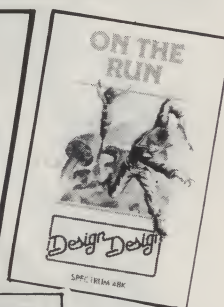
white but this does not detract from the enjoyment and possibly enhances it. Colour is used well elsewhere.

## OVERALL

Great fun to play offering a constant challenge as every game seems to be different. It is a bit annoying when you get smashed straight down by a flying kick or head butt, but once dodging has been mastered this is not a problem. All the excitement of the ring in your own home, get it!

Ratings:  
Graphics: 9  
Sound: 6  
Colour: 6  
Originality: 10  
Interest: 10  
Order Code: SFBB

# ON THE RUN



Machine:  
Spectrum 48K/Spect +  
Joystick:  
Kempston, Sinclair,  
Cursor  
Category:  
Arcade  
Publisher:  
Design Design  
Review:  
Richard Peace

On the Run is a maze type game in which you, Rick Swift, must enter a deadly area which has been affected by chemical warfare experiments. All the plants in the area have mutated and the animals have become deadly to touch. In one hours time, six deadly flasks of chemicals will become active and your task is to collect them all before this time elapses. Equipped with a protective suit and jet-pack you can move quickly around the maze, but unfortunately this uses up energy when it comes into contact with a mutant creature.

The graphics of the game are adequate, apart from the central character whose

legs do not move when walking along the ground. This makes the game a hurriedly-programmed affair in appearance and not all that fun to play. The graphics of the maze are quite good with huge, colourful mushrooms and plants. The cassette inlay states the features of the game and they even include "Continuous error free operation." Strange, seeing as on one game we played the graphics began to disintegrate and flash until eventually the game stopped running altogether.

Ratings:  
Graphics: 6  
Originality: 6  
Colour: 8  
Interest: 4  
Sound: 5  
Order Code: SOTR

Machine:  
Spectrum 48K/Spect. +  
Joystick:  
Kempston, Sinclair  
Category:  
Sports  
Publisher:  
Elite  
Review:  
Richard Peace



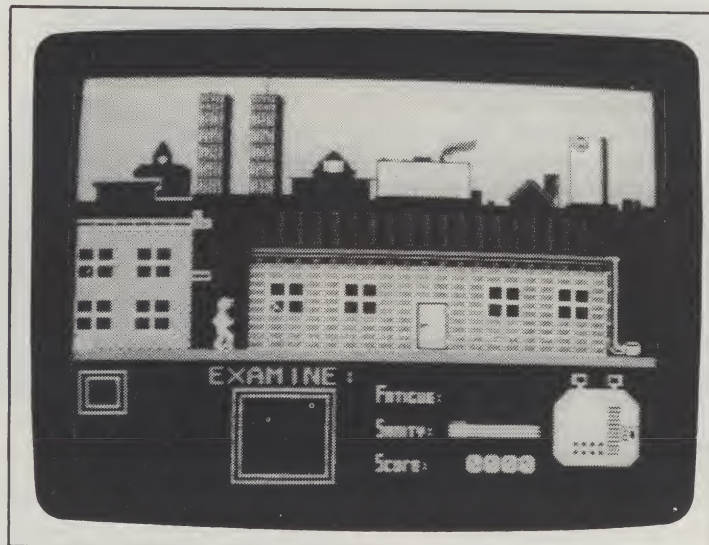
When a program starts off with some date in the future, my heart sinks at once. "That's the Spirit" is set in 1996. However, there is little in this game to make the heart sink. It is a tricky, well designed arcade adventure with excellent graphics. Unlike some programs, this is an arcade game with a very real sense of adventure in it which also has many, tricky, not-at-all obvious quests to solve.

The philosophy behind the game — boasts the sheet of paper inside the box — is quite simple. All towns and cities have been named New York. So now, since all places are called New York, and they all have the same, mundane atmosphere about them, language has changed considerably. You can ask someone where they're going. They are bound to say New York. You too will be bound to be going to New York. The words now mean everywhere and anywhere. Heavy! It is your task, in this adventure, to try to take some of the tedium and sameness out of life in 1996. You start off in what is alleged to be the original NY, although the Big Apple is looking even more run down than the shots of American cop shows make out. You meet various characters and objects along the way which need to be avoided or taken up. But does TTS really deserve the title an 'arcade adventure'? Well yes it does. First for the arcade part of the phrase. The graphics, if a little slow at times, are of arcade standard. The game is not at all typical of any arcade games, but the graphics are of excellent quality. You are represented by a two character high man wearing a baseball cap. He walks slowly and in a dude-like manner. The cat and the dog you meet now



and then — which have, by some means, to be removed — are moving. The cat licks its paws, the dog nods its head. The city skyline is suitably drab and run down. The sky itself is, during the day time, blue — or should I say Cyan — with fleecy white clouds. At night, the sun fades and illumination is given by the many street

lights. The buildings which you can enter — and those you can't — are fairly standard, brick constructions. They are colourful and effective, if only in two dimensions, as is the whole game. Colour clashes are avoided, since anything which moves is white, and when they go in front of any building etc., they are superimposed. Sound is not used to any great extent. There are a few smooth tunes which tend to become a little monotonous. Fortunately, a sound off feature has been included. But is the game a real adventure at all? Well, the answer to this question is also yes. There is no system of entering com-



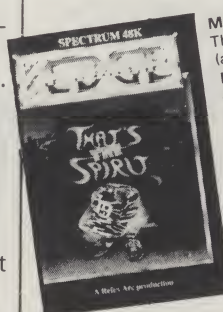
mands by typing individual words. The keys of the bottom three rows of the keyboard are made to represent certain commands — take, drop, throw, sleep, eat, drink, use, examine and so forth. Movement is left (Q or O), right (W or P), enter and exit (K and L). There is one command, more than the others,

which is the key to the whole adventure — connect. This allows you to join up any two objects you may have found and give them a totally new use. You are allowed to hold up to six objects at any one time. These are represented by small, 1 character images at the bottom left of the screen. To be actually holding any one of them, you can move a square cursor over the required one by pressing hold (E, I or N). To examine the object being held, press V or B. At this, the object is enlarged to an icon representation which is in a box next to the objects. Thus you can see much more clearly what the things are that you are holding.

There are many, many screens, some of which contain objects which may or may not be useful to you. Objects left lying about include: disused nuclear reactors, a cassette, keys, food and sleeping pills. By warding off the pangs of hunger, food eaten also restores the fatigue level to zero. This is also achieved by sleeping for a few seconds. Failure to sleep for an extended period of action will lose you a life. The game ends when either you have solved the quest — very unlikely — or when you have run out of lives or sanity. The latter is gauged on a meter below the fatigue reading. This is diminished by the cat, the dog and the ghosts which appear. The information sheet says that we're looking for the 'Electronic Detector of Ghostly Entities'. This and the appearance of ghosts made me think of **Ghostbusters**. I feel the game is not that original in its idea, but its implementation is excellent, the technique amusing and original.

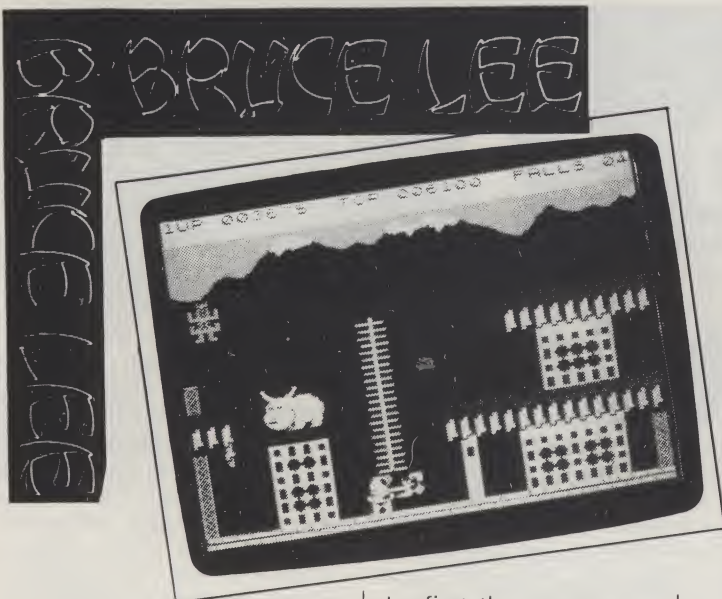
The one criticism I have is the terrible difficulty I had with loading the game. I tried many, many times at my normal setting. I only managed to load it at volume level 4 or at most 5, with dolby set on and 63Hz and 250Hz on my graphic equalizer set to -10! This said, it is a well-written, entertaining and tricky adventure with attractive screens and an interactive command system. Worth it, and oh so much better than **Ghostbusters!**

**Graphics:** 80% — Entertaining and well defined  
**Sound:** 50% — Reasonable, but in any case it always seems out of place in an arcade adventure  
**Colour:** 85% — Excellent; no clashes with the sprites  
**Originality:** 70% — Not much in theme; greatly in implementation  
**Order Code:** STTS



**Manufacturer:**  
The Edge  
(a division of Softek)  
**Machines:**  
48K Spectrum,  
Spectrum +  
**Category:**  
Arcade adventure  
**Reviewer:**  
Sam Knowles





### Description:

An opulent adventure, set in the orient, starring the agile Bruce Lee and a host of opponents. Bruce Lee's task is to find a wizard who is hidden in a perilous and mysterious fortress. The search for the wizard begins at the entrance to the fortress. In every room there are lanterns hanging from the ceiling, and to get into the next room Bruce must collect all the lanterns. This done, the door opens and Bruce can continue to another room. To get to the real action Bruce must collect all the lanterns from

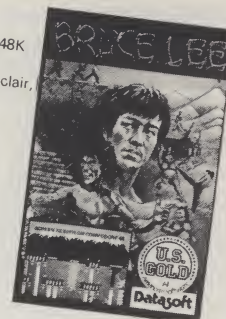
the first three rooms, and then find the entrance to the underground that is on the floor of the entrance hall. From here, Bruce can explore screens of increasing peril — where there are high current electricity streams shooting across the screens. By far Bruce's largest problem are the stick brandishing 'ninja' who, along with the even more deadly Green Yamo, relentlessly pursue Bruce throughout the game. Bruce can protect himself from the ninja and Great Yamo with a variety of moves — kicking, ducking or chopping all prove useful in keeping back the op-

ponents. The ninja attack Bruce with their sticks and the Yamo delivers deadly crushes. Bruce can survive three blows from his opponents, and after two or three blows from Bruce the ninja and Great Yamo are rendered unconscious, giving Bruce a little time to collect the rest of the lanterns and make his escape.

### Comment:

The basic layout of the game is really "platform" style, but there are so many different screen layouts that it's much more than that. A great attraction to me is actually defending and attacking using Bruce's physical prowess rather than the standard gun or laser. A very enjoyable feature is that one or two players can play against the computer and two players can also play against each other,

Machine:  
ZX Spectrum 48K  
Joystick:  
Kempston, Sinclair,  
Protek  
Category:  
Arcade  
Publisher:  
US Gold  
Review:  
Neil Atkinson



one playing Bruce Lee, the other the role of the Great Yamo. The graphics throughout the game are excellent, especially Bruce, and the colour is bright and clear. The sound is only adequate, but with all the action on the screen, it's not really that noticeable — overall an excellent game.

Graphics: 95%  
Originality: 97%  
Sound: 55%  
Interest: 90%  
Colour: 90%  
Order Code: SBRULE

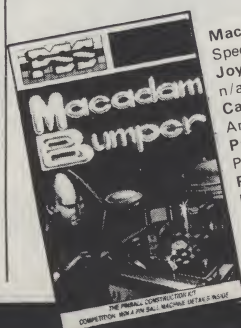


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After seeing *Pinball* by *Sagittarian Software* last year, we loaded this one with haste as it included an option to design your own pinball tables on which to play. There is also a competition running using this design feature to win your own pinball machine. We say with haste, but in actual fact it took us about 20 minutes to get the correct volume level for loading. If it's just slightly out it won't load at all. Still, after all that time, it was worth it. The screen picture was excellent!

Once loading is successful a menu appears which allows loading and saving of tables, creating a table, modifying a table, and actually playing the game. The keys can all be redefined here. Selecting the "play game" option displays the table on the right of the screen and a score board on the left. This score board is rather like those in the arcades with a picture on the back. Pressing -c puts a coin in the machine, and pressing -n starts the game off. Depending on how many times you press



Machine:  
Spectrum 48K/Spect +  
Joystick:  
n/a  
Category:  
Arcade  
Publisher:  
PSS  
Review:  
Richard Peace

## Macadam Bumper

-n- selects the number of players (1-4). There are right and left flippers (as many as you decide to include), jolt machine, free trapped ball and pull back firing pin commands, all accessible during the game. Designing a table is very easy, and involves moving a cursor to a position on the table and pressing a letter corresponding to the component you wish to select. Completed tables can be

named and saved to tape. Overall, a very well presented game which is fun to play and even more fun to design tables. Changing the scores, colours and tilt sensitivity are good modifications.

Ratings:  
Graphics: 67% — Good score board with various components to add to your own designs.  
Originality: 70% — Good designing option makes for your own original designs.  
Sound: 58% — Good tunes and some other beeps.  
Interest: 80% — Great to play, totally redefinable layouts.  
Colour: 57% — Table colour can be changed by designer.



What an eventful summer it's been. Two days before the August edition of *Crash* was due to go on sale *EMAP*, who publish *Sinclair User*, obtained an injunction preventing Crash from distributing their Magazine. The reason for this was contained in four pages at the back of *Crash* Magazine which consisted basically of Crash taking the mickey out of *Sinclair User*! *Sinclair User* were obviously not amused and felt the article was libellous and therefore insisted on all copies of *Crash* being withdrawn from sale for the offending four pages to be removed. Another *EMAP* publication, however, *Computer & Video Games* also seemed to be putting their foot in it. In their July issue, they accused *Automata* of perpetrating a rip-off with their *Pimania* prize adventure. When we last spoke to Christian Penfold of *Automata* there was steam coming out of his ears and threats of law suits travelling in all directions. As you will see from our cover story, *Pimania* has in fact been won, so no "con" was involved.

However, on to this month's summary of the games. Firstly, at the time of going to press, we had seen no other reviews of **Way of the Exploding Fist** or **Nightshade**.

Perhaps we can claim a first with our Spectrum review of the former!

The question everyone's been asking is which is the best of the boxing simulations. *Your Computer* compared **Frank Bruno** and **Rocko**, gave them each three stars but commented that Frank Bruno is "technically a more sophisticated game."

*Crash* gave Frank Bruno 86% overall and Rocko 70%.

They said of Frank Bruno that it's got "Much more scope than the others — gradually grows on you — I found it addictive." *Sinclair User* summed Frank Bruno up with the comment that it is "more realistic and enjoyable than the other two" but that "it's a pity that it isn't a two player game."

Another sports simulation, **Nick Faldo's Open** has received pretty wide ac-

# What The Papers Say



claim. *Computer Gamer* give it a "nova" rating, (that means pretty good), but rather than trying to be tactical and clever they said that "we found the hit it and hope approach more enjoyable to play!" (obviously not serious golfers — Ed). *C.V.G.* gave the game ratings of 8,8,6,8 but had absolutely no recommendations whether to buy it or not. *Sinclair User* on the other hand agree with us that the closer you get to the hole the more difficult it becomes to judge direction — "certainly one of the prettiest and friendly golf games" — they say.

**Hypersports** received a *Crash* Smash award of 92% overall. Excerpts from their review include "a superb arcade game with *Imagine* getting as close as possible within the limits of the Spectrum — as strength draining as **Daley's** but this time your reflexes and timing are tested too." The last of the sporting simulations, **Jack Charlton's Match Fishing** obviously appeals only to fishermen. *Sinclair User* say that "only the dedicated angler is likely to enjoy it, with several players the game becomes more fun." *C.V.G.* say it's "one of the slowest games ever made — only for the most dedicated angling fan."

*Vortex's* first new release after the very successful **TLL** and **Cyclone** is **Highway Encounter**.

*Sinclair User* describe it as

"innovative and addictive — should go down a treat. In many respects the game is superior to *Nightlore* and *Alien 8*". They give it a five star rating. *Your Computer* offer a four star rating and say "a game for control freaks and dalek and droid lovers everywhere." *C.V.G.* sum up by saying that its "another well presented and extremely playable game."

Whatever titles will they think of next? **Nodes of Yessod** must take a prize for being oddball of the month. However, this does not detract from the game. *Crash* say "It's got to be one of the best games this year and probably one of the most playable I have ever loaded into my Spectrum to date — you'll be over the moon with this one." Needless to say it's a *Crash* Smash. *Sinclair User* are equally enthusiastic.

"The game more than makes up for the reams of waffling prose, spelling mistakes and lack of story in the cassette inlay. Despite that, definitely worth adding to your library."

*EMAP* publications seem fond of the word "rip-off." This time it's *Sinclair User* describing **Jet Set Willy II** which they say is "rip-off of the year." They go on "this is *Jet Set Willy* with seventy extra screens. Graphics look dated and the music doesn't improve with age. If you never saw the original, then the sequel is the one

to buy." *Crash* say simply "not a great improvement on its parent" and give it a 61% rating.

*CRL's Juggernaut* is a controversial title. *Sinclair User* comment that "at present it is just a bad simulation of a simulation." They give it a three star rating. *Computer Gamer* on the other hand give this a "red giant" (why can't these people use numbers like everybody else — Ed), which means it has an "outstanding feature." They don't actually comment why, but they give it five out of five for originality and four each for graphics, use of machine and value. *Crash* say that it's "fairly enjoyable but very difficult to complete — different but not exceptional." "A nice idea — could have been more smoothly implemented — loads of fun" is the summing up of *Your Computer*, followed by a three star rating.

We could only find a review of **Frankie Goes To Hollywood** in *Crash*. "Fun doesn't begin to describe this experience — after a short time at the keyboard I came to love the mystery of it all." Once again a *Crash* smash with 94% overall.

Finally, our choice of **Spy Versus Spy** as game of the month is not without support. *Computer & Video Games* call it a "blitz" with a score of ten for playability. They say "S.V.S. is a unique entertaining game. If you like your arcade action with added brain work then *Spy* is for you." *Sinclair User* reckon it will be as successful as **Shadowfire** but add "playing against the computer is unexciting and frustrating — a two player game is another matter — challenging and more fun." Their rating is five star. *Computer Gamer* give it five out of five on all counts. They say it's "stunning picture quality — every Spectrum owner should add it to their collection immediately." *Crash* vote this one yet another "Smash" with 93% overall and one of their reviewers comments "can't remember when I had so much fun playing a game — exciting and demanding — should last for yonks!"



## Reviewer's Choice

Delving deep into the realms of the Secret Service has been one of my major pastimes over the past few weeks, and I'm still going strong! The Cyril Warburton case has finally been put under wraps, and I'm hot on the trail of the British Traitor. Unfortunately, Harcourt-Smith has reduced my allocation of watchers and it looks as though I'm for the chop. Without spoiling the plot, this is part of the scenario for the **Fourth Protocol** from *HCP* and although not strictly an adventure it has that kind of feel. The other two programs on the cassette promise to be more in that vein. It is very atmospheric and quite addictive.

**Out of the Shadows** from *Mizar Computing* has also been reviewed and may appeal to Dungeons and Dragons players. It has a novel feature built in which projects shadows across the terrain, allowing only that which is in your field of view to be seen. Not being a text interactive adventure though, it lacks some of the puzzles seen in many text/graphic adventures and the graphics tend to be a little small.

The last adventure to come through in time for this issue is **Robin of Sherwood** from *Adventure International*. This is an excellent adventure with brilliant graphics and should not be missed. **Dun Darach**, from *Gargoyle Games*, was an early arrival and was played extensively. Making a map of the city of Dun Darach is quite a good idea and not too difficult as the streets are well set out. Dun Darach is the follow up to the popular **Tir Na Nog**.

Enough of adventures however, and on to sport simulations. Some very good versions of arcade games have been implemented on the Spectrum, notably **Hyper Sports** from the resurrected *Imagine* and **Frank Bruno's Boxing** from *Elite*. Both of these are excellent

value but Frank Bruno's Boxing tends to get a little hard as you progress through the eight different fighters. Anglers should take a look at **Jack Chalton's Match Fishing**, which aims to simulate a match between 1-8 players. Hazards of fishing are incorporated into the game but it is a little over simplified. If golf is your game, or you like watching it on TV, **Nick Faldo Plays The Open** is probably for you. I enjoyed playing it even though I am not over excited by the actual sport. How about taking a trip by train or flying with the **Red Arrows**. Well, of the two I would recommend the train journey by playing **Southern Belle** from *Hewson Consultants*. This program allows you to experiment with driving a train from London to Brighton operating some or all of the controls. **Red Arrows** from *Database Software* is not really worth it unless you are prepared to practice for many hours. The keyboard and joystick response is not very positive and makes the game very hard to control. For an excellent two player game, get **Spy versus Spy** from *Beyond*. This game is brilliant, either against a human or computer opponent and has a great deal of lasting appeal. It has been converted from the Commodore 64 and has lost none of the Spy-bashing fun! **Buck Rogers** arrived and was loaded quickly, played for a while, and then was placed well away in a bottom drawer somewhere. If you are after a Buck Rogers-style game try **Death Star Interceptor** (see review in issue two). **Nodes of Yesod** was another game played a great deal. Smooth graphics and comical figures really give the game appeal not to mention its inherent addictiveness. Now for two games that stand above the rest! Arriving a few days before the copy-date, they were hurriedly loaded and played so as to be ready for inclusion. The first, **Way of the Ex-**

**ploding Fist** from *Melbourne House* is yet another Commodore conversion and like *Spy versus Spy* it has survived well. It is a Karate game in which either one or two players can participate. Eighteen different manoeuvres are possible and some good sound is used. See the review and decide for yourself!

The second is **Nightshade**, a long awaited new-release from *Ultimate Play the Game*. It is described as a fully interactive arcade role-playing adventure featuring realistic moving backgrounds. The technique used in this game is known as Filimation II. This provides a scrolling background upon which your character, a knight, walks. The object of the adventure is to destroy the evil within the Nightshade village by finding four sacred objects and firing each of them at a particular 'demon' — excellent. — **Richard Peace**

## MR SOFTWARE MAGAZINE

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## PIE-IN-THE-SKY MANIA?

From front page.

answer. "Psalm 33, or is it 34 — yes, psalm 34 refers to Wiltshire." Does it? Neither Paul nor I could believe it. We went to Pewsey. "Can you tell us the way to the White Horse nearest to Pewsey and the canal?"

"I'm just here to fix the pumps!" replied the man, non-plussed by our enquiry. Mark went down several winding, muddy lanes. Were we on MoD property? The sign did at least prohibit tanks and lorries. It was a good thing that Mark's job didn't offer company tanks or lorries. We saw it, but the tow bar had all but jammed. These were the impassable foothills. We remembered the canal, as we listened once more to the 'Hit Single' on the way up. There were two refuse lorries — the waste disposal unit came back to mind. There was the cesspit. It all fitted. There was even a Pi gate to get through to get into the confine, protected, as in the game, by an impenetrable restrictor —

barbed wire. Yet it was 3:41 — only 221 minutes late. This was it. We'd missed it. Dash it! "See you next year!" came the cry from all members of the intrepid four.

Thursday afternoon — 3:41 pm — exactly three days on. The phone rang. "Hello. Yes, this is Automata. I'm afraid it has. Yes. Hindover Hill, near Brighton." I then explained our hill to my object of a little anger, covered as it was with perennial good grace, "We're producing a booklet on how to solve it." It'll come soon.

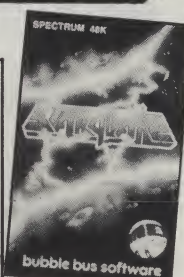
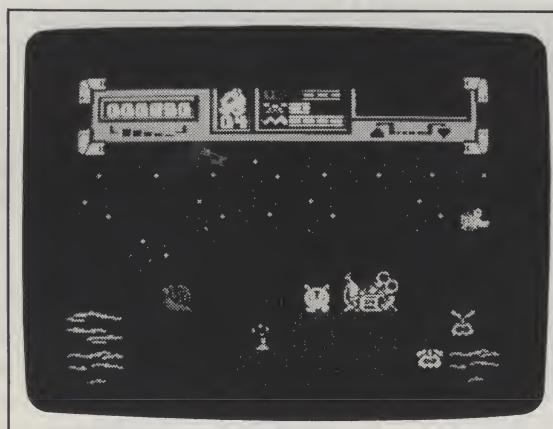
"Am I talking to Mr Penfold?" I enquired. I was. Shame the company weren't destined to last as they were formed. Mel was a character. Still, they soldier on — and look like coming out the other side too. What a great adventure, and I don't just mean the game. The neo-alpine trek was an experience in itself. The cult is over. Best wishes to our dear lady Pimaniacs from Ilkley. Their husbands need praise for their patience too.



GAME OF  
THE MONTH\* \* \*  
**ELITE**  
\* \* \***BONUS  
PRICE  
£10.95**

Volume 1 Issue 4

November 1985

**BONUS PRICE  
SPECIALS**SEE CENTRE PAGES FOR  
FULL RANGE OF SAVINGS**STARQUAKE**

Machine:  
Spectrum 48K/Spec +  
Joystick:  
Kempston, Sinclair,  
Cursor  
Category:  
Arcade Adventure  
Publisher:  
Bubble Bus  
Review:  
Richard Peace

Mission Starquake begins on a deserted, unstable planet at the edge of the galaxy and you take the part of a Bio-Logically Operated Being conveniently known as BLOB. The planet is unstable right at its centre, the core, and if this is not rebuilt then the whole planet will explode causing the entire universe to be destroyed by, guess what, a Starquake.

**The Game**

Blob is not an over-intelligent creature, it's just all the other guys have pranged their spaceships in and so does Blob on landing! Once on the planet, Blob must navigate through the caverns in search of nine special objects which will eventually stabilize the core. Alien Beings are present in numbers and so Blob is equipped with a Zap Gun in order to dispense of these hinderances and bridging platforms which can be dropped to allow certain terrains and objects to be passed. Unfortunately Blob only has a certain

amount of power which gradually seeps away when hit by the aliens. Passing through the caverns can be quite difficult as our hero can only move left and right (the up and down controls are used to pick up objects and drop platforms) until he works out how to use the Space Hopper Pads which can be found throughout the many levels. These Hoppers allow him to fly in all directions and more importantly, fire in all directions. One disadvantage of these though is that the special objects can not be taken while mounted, and the Hoppers can only be discarded in the appropriate receptacles! As in Wizard's Lair, Stephen Crow has been thoughtful enough to include a teleport system which uses a series of passwords corresponding to your destination Teleport. These facilitate fast movement to different areas of the vast 512 cave system. Other excellent inclusions are Cheops Pyramids which

**INSIDE  
this issue**

- \* **SPOT THE BALL**  
in our exciting competition and win £50 worth of software!
- \* **ELITE AT LAST**  
Yes — after a long long wait it's here at last and reviewed in this issue.
- \* **TOP 50**  
A new feature — we list the top 50 games in the order that you're buying them.
- \* **READER'S TIPS**  
Lots more hints from readers on how to beat those difficult games.

Mr. Software

enable objects to be swapped for more useful ones and Secret Passages which often bypass major hazards. The Security Doors are also excellent and you need either the correct key cards to operate it or a Flexible Thingydoo (Access Card for the uninitiated).

Once you have a piece of the core you must take it to the special 'Core' cave (no hints on where to find this, but there is a Teleport very near) and if it is present it will stabilize part of the planet and also increase your score. Some of the bridges present in the caves block your way and these can only be bypassed by jumping on them from high up!

Continued on back page.



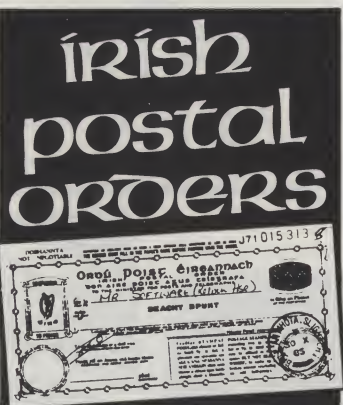
As ever, we have been deluged by vast quantities of INPUT mail; it is hard to sift through it all and decide what is suitable and what our readers will find most useful and interesting. As we said last time, DO be patient if your letter doesn't turn up. We only have limited space, and if we receive more than one letter on the same subject yours may well be included or compounded. But do keep your feedback up — it's very gratifying, and sometimes jolting to read what you have to say about our service!

Dear Input,  
Here's some help for *George Drever* on *Dragonorc*. The locked door in the vaults of Locris is opened by the sunkey which is found in the last sanctuary (hence the state-ment, 'The vault key lies in sanctuary'). To get there you must complete witchwoods — you'll have to write to me for that, however! If you look on the map that comes with *Dragonorc*, the last Sanctuary is on Anglesy. Don't bother to befriend anything except the elves; kill everything else. Finally onto the *Hall of Things* by Design Design. To get to the dungeon level without collecting any rings, stand outside the dungeon door, press 2 and then Break-Space. The door will open; you can now go in and collect the key.

B. Moss, who wrote us this letter, seems to be a bit of an (arcade) adventure polymath: he says he's finished (my apologies if B. Moss is a Miss, Ms or Mrs — Ed!). *Py-jamarama* — explained in Spec Club 2 — and *Everyone's a Wally* — explained here. Not only this, but also *Avalon*, *Dragonorc*, *Witch Cauldron* — almost — *Hall of Things* (by cheating, as he demonstrated) and *Nightshade!* Phew! Some adventurer! Anyway, his address is: B. Moss, 11 Orchard Close, Leeds Road, Selby, North Yorkshire. YO8 OJD.

## ●HELP●

We have received pleas of help on several products — *The Holy Grail* is taxing Garrett McGuickian in County Dublin, *Gremlins* has J. Sear of Soton stumped. Next issue we will be printing tips on *Shadowfire* — so hold on *Stephen Prior* up there in Glasgow! Sorry, we just couldn't fit in *Colin Brickwood's* excellent letter. It was too long for what space we had left for this issue by the time it arrived.



We can now accept Irish Postal Orders in payment for subscriptions, goods etc. Please note that the conversion rate is 1.25 Irish £'s to one English pound. To work out how much you need to send us, calculate the cost of your order including postage and multiply the answer by 1.25. (i.e. if your order comes to £20.00 sterling multiply by 1.25 and you should send £25.00 Irish money). At the present time we are unable to accept cheques drawn on Irish Banks owing to a dispute between the English and Irish banking systems. Please, therefore, either send Postal Orders or use Access/Visa.

## MR SOFTWARE HIGH SCORES

Recorded any amazing scores lately? Send them, preferably with a witness' signature, to *Top Scores* at the usual address.

### Skooldaze

32,000 Scott Abraham, Cornwall; 22,350 John Goodger, Surrey; 14,740 Jennifer Taylor, Norfolk; 14,230 Garrett McGuickian, Co. Dublin; 8,290 Navaid Ahmed, Surrey.

### Way of the Exploding Fist

150,700 (10th dan) Steingrim Fagersand Vold, Norway; 49,000 (10th dan) Paul Averies, Wilts; (10th dan) Scott Abraham, Cornwall.

We would like to hear from you with your top scores, especially on the most recent releases — see if you can beat Paul Averies score of 361,000 (26%) on *Nightshade*, for instance.

## WALLIES DON'T DESPAIR!

In answer to desperate pleas from fans of *Everyone's a Wally*, *Andrew Egerton* of Warrington and *Craig Howard* from Norwich, to name but two, we print the highly informative letter of explanation from *Matthew Lawless* from Surrey.

Dear Input,  
In answer to *David Tough's* letter (Issue 2) here are some tips for *Everyone's a Wally*: **Wilma** has to get books 1 & 2 and take them to the library, place book 1 on the first table, book two on the second. Take book 3; exchange it for the letter **B**; bank this and go to the safe — the letter **B** will appear on the wall. **Wilma** also has to stamp the parcel. You achieve this by taking the rubber stamp and the unstamped parcel to the Post Office. Walking to the far end should get the parcel stamped. If the hook is mended, this can be exchanged for the letter **E** at the docks. **Harry**: must take the oil can to the supermarket, walk to the far end and jump onto the trolley; then jump on to the freezer and take the letter **A**. As anyone, go to the phone box, fire at the asteroids until you hear a bleep. As **Harry** rewire the fuse. Take the good insulator and screw-driver and go to the top of the pylon. Get **Harry** to get the jump leads; change to **Tom** and lift the flat battery from the fork-lift truck. Drop the battery, change to **Harry** and take it to the BP station. The battery will now be recharged. Drop the battery and change to **Dick**. As **Dick**, take the plunger and monkey nuts to the zoo; exchange the monkey nuts for the monkey wrench. Go to the top of the fountain, which should now be working. As **Wally**, take the sand and bucket to the fountain, which should now be working; fill up the bucket, change the sand for cement. With this and the trowel, walk past the wall which will build itself. Put the recharged battery into the fork lift truck; jump onto the palet blade which will go up. Jump onto the wall where you will find the letter **K** — take it. Return to earth on the blade. For the last letter, **R**, you must change to **Tom**. This is taken from the cave whilst wearing the gas mask. Take all letters to the bank; they must be put in order to spell the word **BREAK**. You have now finished.

## Knock 'em out on FBB

From *Joe Humphreys* of County Dublin and *Wayne Toal* of Cheshire come extensive tips on *Frank Bruno's boxing*. We have 'compounded' their excellent information. The codes given are Joe's first, Wayne's second.

### BOXER CODES

2 BN81OFDO9 or IXHINMQA6. 3 ACHIOMBO8 or MRLINBO98. 4 FL6IONJN6 or 9VFIN9WM9. 5 LFAIOIHF7 or IPJINNUB3. 6 MIDIOMFI5 or CSMIOMSB8. 7 LM7INBDC6 or 9WGINMQN6. 8 FGBIIMBFB or OQKIICOI4. 9 ORKINCRN5.

Joe also sent the code for the message on the tape which comes up after boxer 9 — 9HBIOOEB8. Wayne sent some tips and best times in his very full and interesting table: Canadian Crusher: head punches do damage; duck at K.O. to avoid K.O. counter. (0:44:86). Fling Long Chop: left head punches; 1/5 sec to duck his kick. (1:07:04) Andra Puncheredov: use the old right-left combination; even less time to avoid his head-butt! (1:34:30) Tribal Trouble: use body punches every 1/2 sec or so; duck to avoid his double-hander. (1:36:38) Fenchie: clobber him with the right to send him head over heels. (0:32:86) Ravioli Mafiosi: right head punches; avoid his nasty left jab. To stop him kicking, punch where it hurts, low to the body (1:55:58). Antipodean Andy: use rapid rights to his head; duck his two-hander (2:32:32). Peter Perfect: rights to the head are useful (2:19:02).

## NEXT ISSUE

*This is our last issue of 1985 and we'd like to take this opportunity of wishing all our readers a very Happy Christmas and New Year. Most of you will no doubt have a good few days at home over the Christmas so it's an ideal time to get the computer out and work through some of your better programs.*

*Straight after Christmas we'll be putting together the next issue of "48K" and this should be ready for distribution about mid-January. In the meantime the HOTLINE will be running all over the Christmas holiday period so that you can get an update on the very latest releases as they are released.*



Dear Input,  
May I congratulate you on your Spectrum Club, 48K. After receiving Issue 3, I was amazed at its quality; a definite improvement on the previous magazine. Included in my letter are comments on various parts of the club, but first some tips on some of the latest games.

i) *Nightshade*. The sacred objects — egg timer, hammer, bible and cross — start to flash when you are in line with the monster that that object kills. The hammer destroys the skeleton, the egg timer, Mr Grimreaper, the bible, the ghost and the cross the monk.

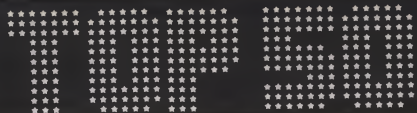
ii) *Way of the Exploding Fist*. Use a smaller number of moves as the difficulty increases. From the 3rd dan upwards, concentrate on the opposition's behind. For example, somersault over the enemy and try a back kick or a low jab. One of the most interesting points of your club is your magazine. I think that percentages are much better than points out of ten. With percentages, you can get a better idea of how good the game is. The hotline is simply brilliant; I really look forward to Thursdays after 6pm. This facility is ideal for ordering the latest releases before they hit the shop shelves. One way to decrease the number of pirates is by informing the public which products are rip-offs. On the hotline, it is possible to briefly review the new games as you did with *Exploding Fist* and *Red Arrows*. The competitions are also excellent, and the numerous opportunities to win money vouchers to spend in the club are very welcome. That's all for now; good luck and I hope you become very popular.

*Paul Averies, Salisbury, Wiltshire.*

Comments are very welcome; and we're growing rapidly with the result that the service can only improve — Ed.

To Crash (*Pardon — Ed*)  
In your October publication I took advantage of your 3 Design Design software games. I sent a cheque and after 3-4 weeks waiting the games arrived. To my horror they weren't as I ordered because I received Hall of the Things for the Commodore. Please send me the correct tape?

**Michael Tubby, Norwich.**  
Needless to say, Michael, we've passed your letter and the incorrect tape to Crash. Maybe in another 3-4 weeks you'll get the right one! (*Ouch — that was cruel — Ed.*)



● We're frequently being asked by our readers to publish a list of ● which titles are selling best through the Club, so here's Chart ● Number One. The chart shown here is based on total sales ● through the Club from 1st March to 31st October 1985. In the ● next issue we'll plot the same current sales and we'll also give ● you a chart of the current best sellers. ●  
● When reading the chart bear in mind that some of the titles ● have been offered at the 'Bonus' Price which might affect their ● position slightly. ●

1	Frank Bruno's Boxing	Elite
2	Spy Versus Spy	Beyond
3	Way of the Exploding Fist	Melbourne House
4	Shadowfire	Beyond
5	Daley Thompson's Supertest	Ocean
6	Dambusters	U.S. Gold
7	Spy Hunter	Sega (U.S. Gold)
8	Highway Encounter	Vortex
9	Hypersports	Imagine
10	Dynamite Dan	Mirrorsoft
11	Nodes of Yessod	Odin
12	Southern Belle	Hewson
13	Finders Keepers	Mastertronic
14	Jet Set Willy	Software Proj.
15	Frankie Goes to Hollywood	Ocean
16	Cauldron	Palace
17	Fairlight	The Edge
18	Red Arrows	Database
19	Softaid	Quicksilver
20	Wiggler	Romantic Robot
21	Dun Darach	Gargoyle
22	Pole Position	Datasoft
23	Nick Faldo's Open	Argus Press
24	NightShades	Ultimate
25	Arnhem	CCS
26	Macadam Bumper	PSS
27	Empire Fights Back	Mastertronic
28	Tapper	Sega/U.S. Gold
29	Roland's Rat Race	Ocean
30	Starion	Melbourne House
31	Match Fishing	Alligata
32	Out Of The Shadows	Mizar
33	Glass	Quicksilver
34	Non-Terraqueous	Mastertronic
35	Monopoly	Leisure Genius
36	Jet Set Willy	Software Proj.
37	3D Starstrike	Real Time
38	Grand National	Elite
39	Formula 1 Simulator	Mastertronic
40	Superman	Beyond
41	World Series Baseball	Imagine
42	Robin of Sherwood	Adventure Int.
43	Rally Driver	Hill McGibbon
44	Tornado Low Level	Vortex
45	Daley Thompson's Decathlon	Ocean
46	Pyjamarama	Mikro-Gen
47	Lords of Midnight	Beyond
48	BMX Racer	Mastertronic
49	Football Manager	Addictive
50	Bruce Lee	U.S. Gold

### Christmas Post - New Date

*The postal system seems to be working very effectively at the time of going to press and so is our computerised order system. Because of this, we now calculate that all orders received at High Wycombe by Tuesday 10th December will arrive in time for Christmas.*

*We have received a letter from Mr Douglas Hayhurst of Eastbourne who says he has some twenty games for sale since he now directs his computing time to word-processing. The games are varied, although they seem to be largely sports simulations. Apparently some titles have never been used. Douglas is looking for a job lot buyer at £60 (though we expect he's open to offers). If you're interested, write to us and we'll pass your letters on.*

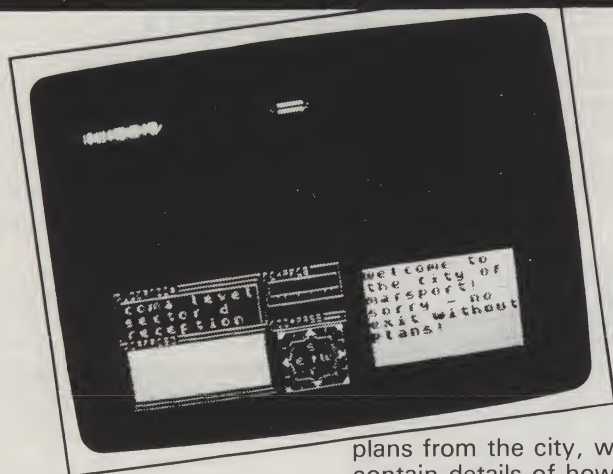
## MAKE SENSE

One comment which *Mr Averies* made has been echoed by a number of readers — from as faraway as **Norway**. 'Why are some reviews done out of ten and some in a percentage? Why not do all your reviews in a percentage?' asks *Scott Abraham of Cornwall*. *Neil Mawston of Middlesbrough* also picked up on this, commenting: "Your reviews are very informative with good descriptions and criticism. Giving the ratings a percentage-and-comment form is a very good idea. I would like to see this practice extended to all reviews, instead of the old 1 to 10 system. Apologies if this is your intention!"

From 1920 Sorumasand, Norway, we received a letter with many suggestions for our ratings: our correspondent suggests we should have categories for graphics, sound, colour, variation, quality, interest, overall. Well, Mr Vold, we already have numbers 1, 2, 3, 6 and 7 and our other category, originality seems to cover your two categories, variation and quality. These ratings do not appear on all our reviews. The problem with this is the crux of the problem with percentages and marks out of ten. We have a number of reviewers and although they have all been given written guidelines as to how they should structure their reviews and especially their ratings, we have been trying to make the transition from marks out of ten to percentage scores for some time. This should now be total, as all reviews pass through the same hands for proof-reading now. Mr Vold also said we vastly over-rated the *Bruce Lee* game and said it was inconsistent with our other reviews. This is also because we have more than one reviewer who has different tastes from his/her colleagues and who also will not see the other products his/her colleagues are given to review and vice versa. In an ideal world, everyone would look at every game and the ratings would be an average of all reviewers opinions. We thank everyone for their interest on the system of ratings — Ed.



# MARSPORT



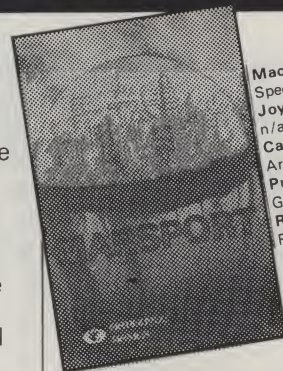
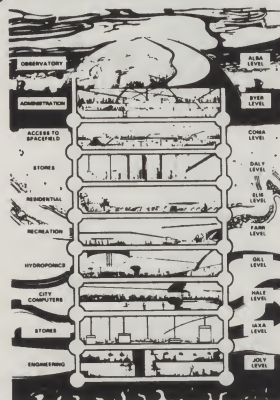
Marsport is the first in a space trilogy from Gargoyle Games but is really a follow on from the techniques used in their other releases Tir Na Nog and Dun Darach. The game is set in a large space port built on (and into) the planet Mars. This space port is occupied by a hive culture known as the Sept who will soon have the power to break through the force field surrounding the earth and the moon. This is where you come in, as Commander John Marsh, on a mission to retrieve certain master

plans from the city, which contain details of how to strengthen the force field. On the way you will meet, fight and run-away from Sept Warriors and warlords overcoming many deadly puzzles set by the M-central computer as a defence against intruders.

The city is split into 10 levels, each with its own characteristics and functions. Access to these levels is gained by travelling up or down transport tubes. A first priority is to obtain a laser weapon. This will enable you to kill Sept warriors and thus progress more easily. Unfortunately

the locker which holds a gun will only stay open when the correct key is placed in an adjacent key unit. Another feature is the use of factor units which enable objects to be combined to form another object. This forms a basis of many of the puzzles in the game.

The graphics are large and scroll smoothly as in Dun Darach and are quite varied. Colour is mostly black on red but there are occasional changes in certain areas. The top third of the screen displays the location and scrolls left and right when you move. The bottom two thirds holds an object inventory, a charge register (how much power is left in your weapon) and a compass. Also, on the right hand side of the



Machine:  
Spectrum 48K/Spec +  
Joystick:  
n/a  
Category:  
Arcade Adventure  
Publisher:  
Gargoyle Games  
Review:  
Robert Price

screen is a display area which shows information gained from Video (Vidtex) units.

This game is undoubtedly similar to its predecessors but has an atmosphere that is sure to make it a winner. Good graphics combine well with an excellent plot, and there are also some perspective views of corridors leading off into the distance. There are puzzles, games and even time bombs in some rooms that really keep you on your toes. Nice one Gargoyle!

#### Ratings

Graphics: 89% — very large and well presented figure with good back-walls and corridors. Laser weapons fire shots across the screen.

Originality: 75% — new space theme, but reminiscent of other games.

Colour: 20% — doesn't change much but does not cause many attribute problems either.

Interest: 84% — addictive and mind-boggling.

Sound: n/a.

Overall: 85% — great value for money, very absorbing.

Order Code: SMARSP.

Review:  
Robert Price

## BOUNTY BOB STRIKES BACK!

Bounty Bob is a new platform game just released by U. S. Gold with large, if not brilliant graphics and some good new features. Like *Manic Miner* etc, each screen has a title and this sometimes gives a clue to its object.

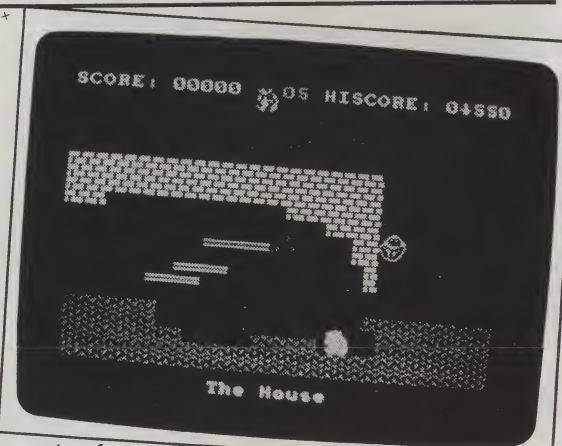
We were lucky and had a cheat mode built in so that we could visit any screen. You will not be so fortunate, we hope!

After every four screens or so, a code is given and this allows you to re-start the game at this point if

entered at the option screen. The option screen also allows you to alter the number of lives (to a maximum of four), turn the sound on or off, and select the level of difficulty.

The screens themselves are very well designed, incorporating items such as hydraulic lifts and manually operated cranes, sucker tubes etc. The 'aliens', if they may be called that, look like hamburgers and these sometimes change into killer 'cheese sandwiches' when certain tasks are not performed correctly. The platforms are nicely drawn in pseudo-3d, which change when walked on to

Machine:  
Spectrum 48K/Spec +  
Joystick:  
n/a  
Category:  
Arcade  
Publisher:  
U S Gold



indicate how much of a screen is complete. Each screen is cleared by walking over every platform and this usually entails getting rid of everything else as well. We liked the sucker tubes, whose direction of 'suck' can be altered by jumping at various indicators, and also the elevators which enable easy transport between the levels if used correctly. Generally a very addictive game with numerous features and graphics. The

score-table also deserves a quick mention as it involves pushing the letters you require off racks onto a moving conveyor belt, eventually forming your chosen name. Very novel!

#### Ratings

Graphics: 58% — not over exciting but they do their job.

Originality: 55% — some original screens, score table is good.

Colour: 50% — quite colourful but not used over brilliantly.

Sound: 35%.

Interest: 80% — addictive and enjoyable, some of the puzzles are difficult to start with.

Overall: 67%.

Order Code: SBBSB.



Well finally it's here, the game that everyone's been waiting for — *Daley Thompson's Super Test* is a collection of eight sports divided up into two days of competition. Unfortunately this game is a bit of a disappointment after playing the excellent release from 'Imagine', *Hypersports*, which has better graphics and a longer lasting appeal. *DTST* is not a bad game in itself. When compared with titles such as *Micro Olympics* it would come top every time.

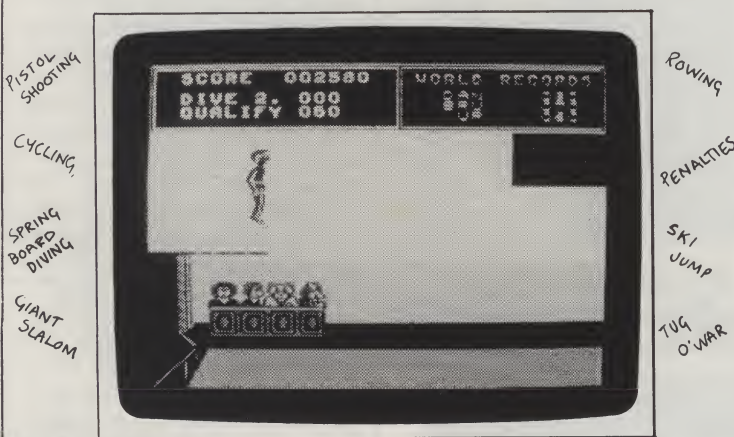
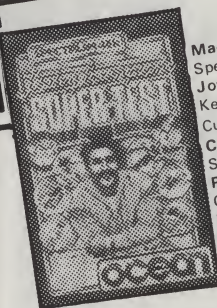
The game is divided into two programs, Day 1 and Day 2, and each has four events. Day 1 involves Pistol Shooting, Cycling, Diving and Giant Slalom. The pistol shooting requires careful aim using left and right controls to adjust elevation and angle, when one of the 'figures' turns towards you. This event is not too hard to qualify for once the aiming controls have been mastered. It is now time for a stamina race, the cycling. Again, left and right controls are used to accelerate the bike towards the finish line and there are some good

## Daley Thompson's SUPER TEST

graphics portraying the revolving wheels. Diving is probably the hardest event. Height on the springboard must be gained and somersaults in the air performed, along with a perfect entry (head first) into the water for maximum marks. The giant slalom features probably the best graphics of the game with good movement and inertia (you go

faster if you point straight down the hill). It is however reminiscent of *Horace Goes Skiing* in most respects. The second day also has four events: rowing, penalties, ski jump and tug of war. Rowing is basically

Machine:  
Spectrum 48K/Spect +  
Joystick:  
Kempston, Sinclair,  
Cursor  
Category:  
Sports  
Publisher:  
Ocean  
Review:  
Robert Price



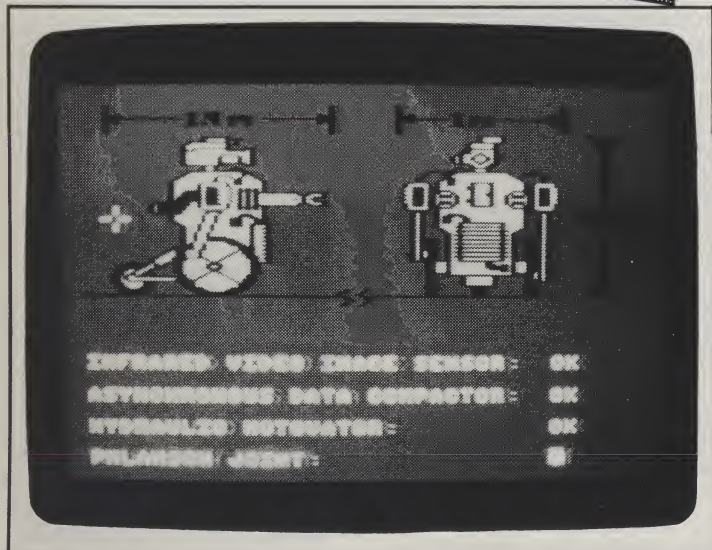
just another left/right dash to the finish and is not much different to the cycling. The penalty competition is a new idea and involves the building up of speed and then the angle of kick to be reached by depressing the fire button. The ski jump is excellent and shows three views of the action on the screen. The main side view shows your position and speed, the top view helps you to gauge your distance, and the lesser side view determines your height. Landing is performed by pressing the fire button at the correct time to avoid a nasty fall. Tug of War is between two opponents, selected at the start and whose faces change in the actual sparring. Good idea for this event but not that brilliant. Overall Daley Thompson's Super Test is good value but not as good, in our opinion, as *Hypersports* from Imagine.

**Ratings**  
Graphics: 75% very good in places but let down elsewhere.  
Originality: 55% there are some new events but they nearly all use the conventional controls for speed.  
Interest: 70%  
Sound: 35% not much at all; good tunes.  
Colour: 65% well used in all events.  
Overall: 70% Order Code: SDTST.

## HACKER

Machine:  
Spectrum 48K/Spec +  
Joystick:  
Kempston, Interface II

Category:  
Strategy  
Publisher:  
Activision  
Review:  
Robert Price



This game from **Activision** warrants only a brief description because anything else will spoil the content when played.

*Hacker*, as the name suggests, is all about communications and hacking into a computer system, albeit by accident. Here's what the inlay tells you about the game:-

It's late and you've spent the night working electronic bulletin boards with your computer.

You're tired but decide to call up just one more. You accidentally call the wrong number, your computer screen turns blue.

The words "LOGON PLEASE" appear.

You don't know the password or which computer system you've hacked into but you do want to find out more.

How? You've found your way in. Now find your way out.

### Reviewer's Comment

Well, you haven't much to go on, have you! Fumbling around for an obvious password is a good idea to start off with (clues may be given as you keep trying). *Hacker* seems to be very intriguing until you begin to play it and find that it is very corny. Getting past the password screen is no problem and the second stage of the game does not take long to work out. It begins to get better during the later stages, providing you can solve the security checks and trade for the right information. Anyone who has played *System 15000* may enjoy it along with any potential hackers who would like to get their eye in.

**Ratings**  
Graphics: 58% — good robot and map of the world; some animation.  
Originality: 60% — the second "hacking" game I am aware of.  
Colour: 60% — used well in all stages.  
Sound: 20% — a few beeps here and there.  
Interest: 40% — a bit corny and pretty boring.  
Overall: 85% — very absorbing.  
Order Code: SHACKE.



# FRANKIE

GO TO  
HOLLYWOOD

**Machine:**  
48K Spectrum,  
Spectrum +  
**Category:**  
Arcade adventure  
**Publisher:**  
Ocean  
**Joystick:**  
Essential; protocols  
**Reviewer:**  
Samuel Knowles



This game, not surprisingly, takes its inspiration from the music of the group of the same name. This is emphasized by a live recording of Mike Read's favourite, *Relax*, on the b-side. The computer plays it too, along to the title screen.

The goal of the game is quite simple — hedonistic dionysianism, that is, getting a hell of a good time out of life by gaining a full personality. This is how Ocean describe it....

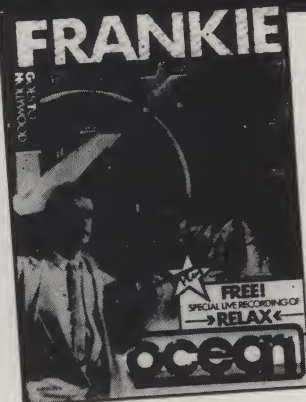
'Frankie have set you over 60 tasks in your journey from Mundaneseville to the Pleasure Dome...Your ultimate goal is to become

a complete person, for you start off devoid of personality.' This concept, somewhat surprisingly perhaps, has led to a great computer game. Your goal to become a 'complete' person is just a way of rating your score — or is it vice versa — you never can tell with this game!

Mundaneseville is a neatly drawn, drab little street. Your character is a small, perfectly animated man, which is controlled by the joystick. The movements correspond to the joystick movements. That's normal enough but a good idea that Ocean have im-

plemented is that you can walk backwards without having to turn your character around, walk back and then turn around once more. Instead, all you do is press fire, fire and move the joystick in the right direction and the man will walk backwards. The joystick also controls the little man's ability to pick up and examine objects at waist/shoulder height. This is essential, since the game is played and solved by the examination of the contents of the houses on the street in Mundaneseville. You are quite at liberty to move from house to house, room to room, through kitchens, hallways, living rooms; all the mundane elements of a tedious life which seem to abound in the decay of society when more and more time is produced for leisure, are to be explored. Sooner or later you will stumble upon a corpse — who is the murderer? Solve the mystery by travelling from room to room gathering clues, until you have pieced together enough evidence to be able to return to the scene of the crime and name your prime suspect.

Once inside the pleasure dome you will find that there are a variety of games



and puzzles which must all be completed to gain sufficient points to mould your personality. The puzzles are arcade games.

## Reviewer's Comment

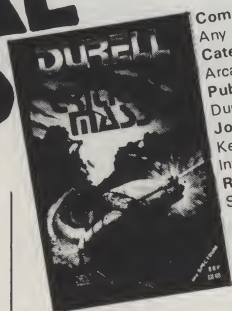
Firstly, I must tell all those anti-Frankies to Relax; the song in the game is decidedly background and discreet. Indeed the group doesn't really have a great part to play in the game — it's only their concepts and their (somewhat trite) philosophy that will come across. For pro-Frankies, the live *Relax* will add to the enjoyment of an already superb game.

## Ratings

**Graphics:** 80% — excellent animation.  
**Originality:** 100% — there's never been a game like this before.  
**Sound:** 50% — nowhere near as good as on CBM 64 version.  
**Interest:** 80% — a lot to do — will you become a dionysian?  
**Colour:** 70% — well used, but not staggering.  
**Overall:** 85%.  
**Order Code:** SFGTH.

# CRITICAL MASS

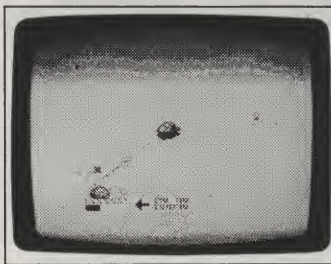
Software security consciousness is hitting new highs. Mikro-Gen have produced the unpiratable product in their mikro-plus system. Durell have produced a very security conscious tape. Their name is embossed onto the cassette and printed 30 times on the tape leader. Printed on the inlay card is a message to the effect that if these im-



**Computer:**  
Any Spectrum  
**Category:**  
Arcade  
**Publisher:**  
Durell  
**Joystick:**  
Kempston, Downsway,  
Interface II, Protek  
**Reviewer:**  
Samuel Knowles

pressions are not on the cassette and your information leads to successful prosecution then you will be given a £100 reward. This message is repeated at the start of the program.

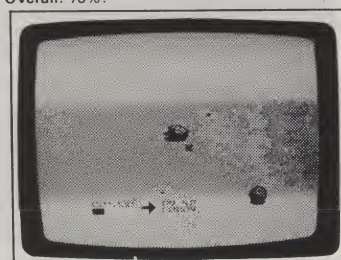
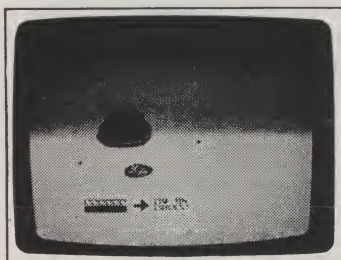
This game cannot be given a long review. It's not that it's no good: quite the opposite. It is a first-rate, shoot-em-up, 3-d game which combines smooth scrolling with excellent hires. It's just that that's just about all there is to say about it. Perhaps Durell can describe the aim best: "An



outlying system of the Terra Federation has set up an anti-matter conversion plant on an asteroid which supplies energy to local colonists. Aliens have taken over the plant and threaten the very existence of the power plant unless the colonists offer unconditional surrender. Destruction would lead to a self destructive black hole, wiping out the whole planetary system and some stars nearby. The mission is to infiltrate the enemy, disable the anti-matter plant before the aliens achieve CM. Say no to unconditional surrender! The graphics are smooth.

The action takes some getting used to, however. Control of the ship is rather like control of the ship in that perennial favourite, asteroids. You can rotate left and right, accelerate and fire. The difference is that you don't wrap round; you take your ship onto the next part of the desert-like terrain. The opposition is formidable and well drawn and animated.

**Graphics:** 90% — exciting and realistic — if you've got that sort of imagination.  
**Sound:** 65% — poorish; what you'd expect.  
**Colour:** 70% — almost exclusively black on yellow.  
**Originality:** 75% — good theme; fairly original implementation.  
**Interest:** 75% — perhaps not lasting once you've stopped the chance of unconditional surrender. Not always the same.  
**Overall:** 75%.





# RUPERT

and the  
TOYMAKER'S PARTY



Rupert the Bear is a cuddly little character, who can walk, jump and even fly on the way to the Toymaker's Party. On the way he must avoid all the toys and collect all the invitations pinned up on the walls. In order to find his way to the party, Rupert must follow the trail of invitations through eight different areas of the castle. Unfortunately, if Rupert hits any of the toys in the castle they will send him tumbling down and since Rupert can only survive five tumbles he must be very careful and jump or dodge as many of them as possible.

The menu screen at the start of the program allows

you to select one out of three possible starts and this of course influences the final route you take to the party room. Each section of the castle is made up of a number of screens and all the invitations from a particular section must be collected before the door will open onto the next stage. There are many types of toys to avoid on the way including soldiers, planes and trains.

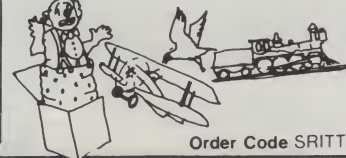
**Reviewer's Comment:**  
*Rupert and the Toymaker's Factory* is basically a platform game which is not even up to the standard of other Spectrum platform games. The graphic of

Rupert is fairly large, flickery and has terrible attribute problems as he walks across the background. Moving around the castle is also very annoying since jumps are so long and climbing the steps usually ends up in Rupert tumbling downwards to his doom. The rest of the graphics are fairly small excepting the planes and trains which are quite well drawn. Overall, we found this game annoying and

non-addictive but possibly fun for the younger (or older) Rupert fan.

#### Ratings:

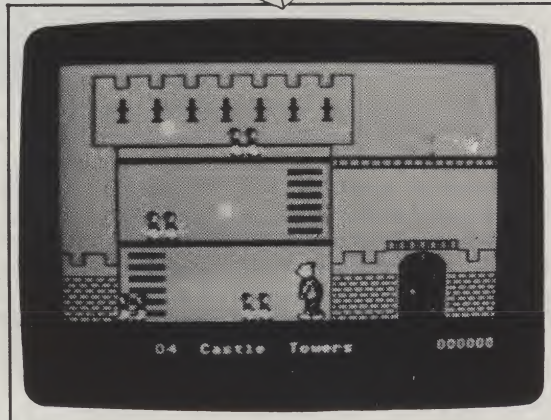
Graphics: 48% — flickery and with many attribute clashes.  
Originality: 50% — new theme we suppose but basically of platform origin.  
Colour: 30% — used everywhere to the detriment of the game itself.  
Sound: 33% — occasional usage.  
Interest: 47% — fun to play at first.  
Overall: 48%.



Order Code SRITTF



**Machine:**  
Spectrum 48K/Spec +  
**Joystick:**  
Kempston, Sinclair  
**Category:**  
Arcade/Platform  
**Publisher:**  
Quicksilver  
**Review:**  
Richard Peace



## BC's Quest for Tires

**Machine:**  
Spectrum 48K/Spec +  
**Joystick:**  
Kempston, Protek, Sinclair  
**Category:**  
Arcade  
**Publisher:**  
Software Projects  
**Review:**  
Robert Price

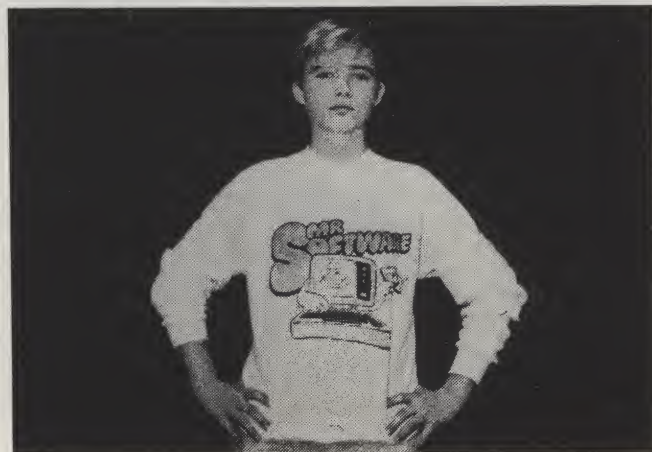
Straight from the comic-strip B.C., comes Thor, your favourite caveman and hero. Mounted upon his single wheel, Thor must journey high and low on a search for Cute Chick who has been kidnapped by a hungry, mean dinosaur. Thor must be careful though because strewn in his path are rocks, logs and trees which must be avoided in order to save his stone-chipped tyres. He only has four wheels and one is lost in every collision. Look out for the river which must be crossed; it is rather wide and the turtles seem to dive at the most inconvenient times. If this is mistimed Thor might get a nasty headache. Up the mountain next and then across the Lava pit (thank goodness for the Dooky Bird who may give you a lift here). Once down the other side, you must avoid the falling rocks and then make it safely across another stretch of the river into the cae. The stalactites seem to hang rather low in here and the stalagmites seem to protrude rather

high; lots of ducking and jumping is a necessity. Once through the cave you receive a hefty kiss from Cute Chick and then its back to the start for another run (and another kiss if you're lucky!!!)  
**Reviewer's Comment:**  
*BC's Quest for Tires* is a very addictive game featuring some good, large graphics but we can't help thinking that it is too easy. After approximately 45 minutes of playing it over and over my friend had completed it (it repeats after one run through) and shortly after I had done the same. The graphics of Thor are acceptable and the scrolling is fairly smooth. The effect of going up the hill is good also. The program allows one or two player games and has four skill levels. The controls are very easy to use consisting of left and right, accelerate, jump and duck. Accelerating is done by pressing one of the direction keys and Enter, thus simplifying the number of keys. Overall a fun, cartoon style game with a nice plot.

#### Ratings:

Graphics: 70% — very large and smooth, fast scrolling.  
Originality: 60% — too much like a moon alert game with alternative graphics.  
Sound: 40% — not a lot!  
Colour: 50% — used on the ground and for the sky, acceptable.  
Interest: 75%.  
Overall: 67%.

## Sweatshirt Offer



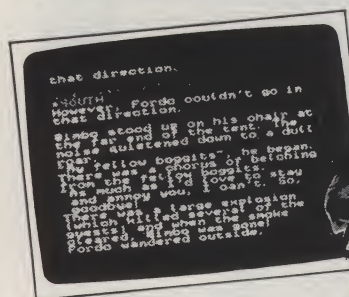
We've just taken delivery of these smashing, fantastic sweatshirts and we're offering them to you at cost price — just £6.95.

If you want to know how good they are, we had people from Zap! pleading with us to swap our beautiful colour shirts for their rather drab offering at the recent Commodore Horizons Show. (Were you there by the way? We know some of you were because you came and said Hello.)

So, keep warm and good looking this winter with a fabulous Mr Software sweatshirt by getting your order in NOW. Please remember to tell us what size (small, medium or large) and how many you want (you can buy them for your friends too!)



# BORED of the RINGS

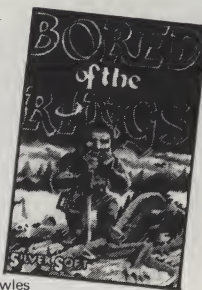


Computer:  
48K Spectrum, Spectrum +  
Category:  
Adventure

Publisher:  
Silversoft for  
Delta 4



Reviewer:  
Samuel Knowles



The much hyped and long awaited Tolkein spoof game has arrived. And what a corker it is — to use a 1930's school-boy phrase. I have always loved to hate the ring et al, and this, taken from the Harvard Lampoon book of the same name, is the computer epitome of all my feelings against the mad land of middle earth. That is not to say that Tolkein lovers will not go overboard about this too — they will. It should only be Tolkein purists who look sneeringly down their noses!

The map supplied gives you a foretaste of the delights to come; oh what a

delicious this satire is! The names of locations are a delight: the wobbly coast line, the blob-shaped forest, windscale (the land of the two-headed chickens), studio 7d, the Vatican, the pointless pathway, the B3017 and the M78 (under construction) are all on the map. Whether they all feature in the game itself is another question. We had horrendous struggles in loading the game; different parts crashed and decided not to work. After many different volume settings and more than one computer, we did eventually squeeze a program out of it. There are three parts to

the game, and at the end of the first two sections of the trilogy, you are given a password to use in order to gain access to the next chunk of code. The title screen is beautiful in its simplicity. An old man, could it be Granddaff, leans on his walking stick, gazing at a black tower in the early evening light. The picture is girded at the top and bottom by meaningless tolkeinesque script. All very atmospheric stuff.

Part one — and this is as far as we could get in the very limited time we had to play it before publication — starts you off in a party where everyone has overeaten and overdrunk; a haze settles over even the rowdy gate-crashers. One criticism can be levelled here which is immediately evident; there is never very much indication of which way you can go. Furthermore, the instruction sheet could have given more information on what verbs and nouns are useful and applicable. But then perhaps the real essence of an adventure is being totally in the dark and trying to dig out a solution to insur-

mountable problems. In this one you'll also get a laugh whilst you grapple with the tasks which, although this game is a spoof, are genuinely very tough indeed.

Pictures are about of the same frequency as in *The Hobbit* — perhaps a few more. One beautiful touch is where you enter the house down at Fag End (Ha! Ha! — Ed.) You are faced with a picture which is familiar — very familiar. Indeed it's the exact same picture which starts the *Hobbit*! It was a shock to us too. The characters you meet seem to have about as much use as Thorin in *The Hobbit*; their names are a scream — for example, Spam Murky, and Pimpily. You assume the role of Fordo Foggins — beautiful! Watch out for the hideous nazal who appears on the road in Green Hill County; he'll kill you.

Graphics: 55% — simple, slowly drawn.

Sound: n/a.

Colour: 60% — simple.

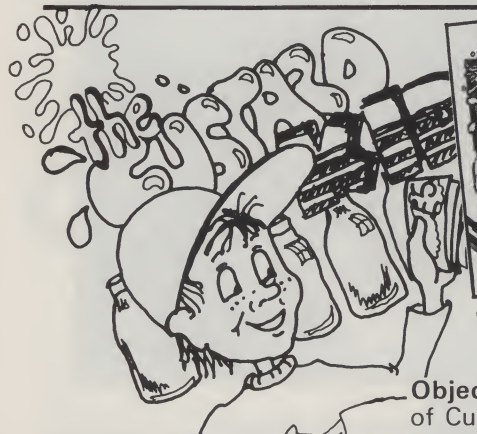
Originality: 85% — thanks must go to Tolkein for having provided such a work to be lampooned.

Interest: 80% — a scream that has many tricky problems.

Adventure standard: 85% — hard, amusing, innovative in style.

Overall: 73%.

Order Code SBOTR



*Atic Atac* may have been produced more than two years ago, but its influence still seems to be running deep in the software world — Virgin rather liked the idea as did others. New Generations have now taken up the idea — and in comparison to the original, (even though this is not a copy of *Ultimate's* epic, the resemblances are too strong to miss), *Custard Kid* comes out very badly. The graphics are awkward and some are badly drawn. Sound is minimal and fair — (there wasn't any in *Atic Atac* — Ed.)

**Object:** You play the part of Custard Kid, who is a large white character. It is his job to find 12 custard recipes, spread over the floors of the custard factory. To succeed, he must keep a healthy stock of food and custard detectors. Energy — food power, diminished by contact with the various 'monsters' — is represented by three milk bottles. The custard detectors, says the inlay, act like Geiger counters, beating more rapidly the closer you get to a recipe.

**In play:** The key — to use a pun — to the game are the keys. There are seven different colours of these

keys, and each key, when used in the correspondingly-coloured door, leads you through to another part of the factory. Each key and door of the same colour will lead you through to a certain type of location — for example, red goes to a main stairway or a dungeon; yellow to a main corridor; blue to a back stairway &c &c. There are said to be 600 locations, and we can believe that. They tend not to be all that dissimilar in construction and most contain a chest in which will reside a key of a certain colour.

**Graphics:** The 'monsters' are both well drawn and well animated and the opposite. There are chickens, spiders, jerky skeletons and custard monsters which live in some of the chests. These are your vilest enemies. A security guard might catch hold of you and send you to the dungeon. The 3-d representation is perhaps the poorest aspect of the game. The perspective slop-

ing of the walls just does not work — *Atic Atac* is far superior in this respect and others too. Trees lurk oddly around. Some of the graphics seem strangely out of place. The sprite control is not very well implemented; jerks like some here were ironed out two years ago. I am surprised that New Generation did not iron out these problems — especially in view of some of their earlier releases.

**Reviewer's Comment:**

Treš *Atic Atac*; not new; not very lasting in its appeal. Not a disaster area; not really to be recommended unless you haven't seen an *Ultimate* program and want to pay less than £10. It's as if the programmer has been in one of those traditional computer-game favourites — a time-warp capsule, in this case of two years' duration.

Graphics: Hmm. Enough said.

Sound: 50% — what there is is goodish.

Colour: 80% — well used.

Originality: 70% — who's ever heard of *Atic Atac* in a custard factory?

Interest: 50%.

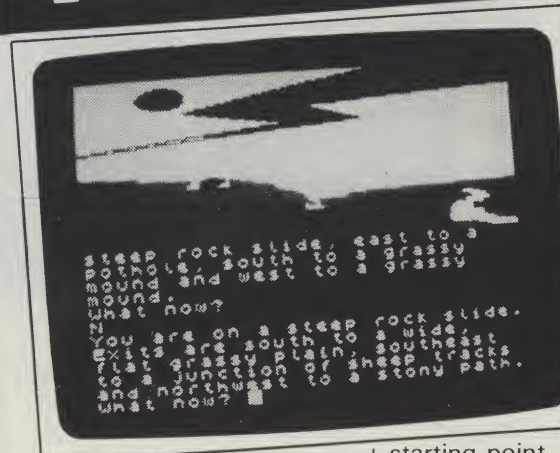
Overall: 61%.

Order Code SCUSKI



In this excellent **Level 9** adventure, you assume the role of a magician whose task it is to retrieve the stolen red moon crystal which provides magical power to all the necromancers on the planet. There are over 200 locations, each of which is given generous, detailed and informative descriptions. Your energy is represented by a certain number of 'hit points' (D & D is taking a long time to lie down and die!) which are gradually reduced as you fight a variety of monsters and cast those all deceptive spells. Indeed it is this casting of spells, with the aid of certain objects as a focus for your powers, which makes this adventure unique. You must be wary, however — for there is a

# Red Moon



**Computer:**  
48K Spectrum,  
Spectrum +  
**Category:**  
Adventure  
**Publisher:**  
Level 9  
**Reviewer:**  
Samuel Knowles



certain metal which nullifies your powers and can kill you. Not to worry — you'll be reincarnated with all the objects you were holding; you just go back to the

starting point. Shades of the immortality of the being in Valhalla? Perhaps not. Provision is given for saving the game at any given position; clearly you can re-load the 'situation data' at your

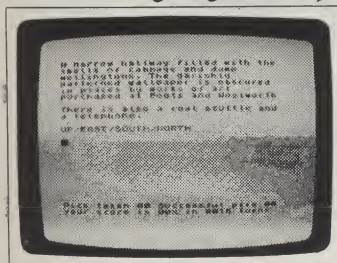
will. Another good point is the phenomenal quantity of pictures the program displays. They take a little time to be drawn, but since the text moves independently of the drawing routines — clearly interrupt driven — you can move at the speed of the text, whilst the graphics work at their own rate. They can be turned off using the commands *picture* and *words*. **Red Moon** sticks out as a far advance in the field of adventures; it's exceptionally well thought-out.

## Reviewer's Comment

This adventure is well up to Level 9's consistently high standard. The innovative features of spells and the independence of the pictures from the text only go to enhance an excellent game.

Order Code: SREDMO.

# TERRORMOLINOS



**Melbourne House** write some of the most perceptively cutting adventures around. In twenty years time, if someone's still got a working Spectrum they'll laugh; in 120, they'll be staggered! In *Hamstead*, the nail was whacked on the head. That was a beautifully incisive insight into those social climbers who haunt the more well-off areas of London and the affluent Thames Valley. In *Terrormolinos*, the finger finds the pulse instantly; we get a glimpse, a photographic reproduction, you could say, excusing the pun, on the object of the game — of those appalling resorts on the Costa-del-Nauseating-English-Eating-Egg-and-Chips-down-a-Fred's-Bar-English-in-Beni-vomit. I seem to remember *Mad Martha II* was based on a holiday in Spain; I also seem to remember that it wasn't as cutting or amusing as *Terrormolinos*. The game starts off in

Slough (remember Benjamin's marvellous line, "Come friendly bombs and fall on Slough"?). As usual, you're doing the last minute packing when you find that your wife has called the taxi. You run in a frenzy round the house in a desperate attempt to find all you need. The most important items are clearly your passport, tickets, luggage and camera. Once you've found everything you need, you must call the family together; then it's into the taxi — that is if the driver hasn't become bored and driven off. Once at the airport, you check-in and pass through customs. If you've taken too long in your preparations, you will be just in time to see the 747 take off. Assuming this is not the case, you will now

be on your way to Terrormolinos.

## The Resort

*Terrormolinos* is a holiday of a lifetime — it's such a hole you'll never want to return. As soon as you book-in to your hotel, Doreen runs off to the beach. In the meantime, you must change your travel-grimey clothes, find film for your camera and buy some sun tan lotion. Just as on a normal holiday, the children seem to become much more independent than they are at home. For example, at the bullfight Ken decides he wants to play with the bull! The bullfight is not the only trip out; there is also the chance of going to the monastery and a wine tasting.

The lack of graphical screens is amply outweighed by the witty remarks the computer is

wont to make. The goal of the game is to take a number of photographs; the only graphical screens you'll see are when you take a good photo or have made a boob — and that ends your holiday. All photos are said to come from those well-known postcards, hence the name for the photos — *Saucivision*.

## Reviewer's Comment

Brilliant. Incisive. Witty. Entertaining. Buy it. My apologies to anyone who holidays on the Costa del Sol. And those who live in that metropolis of the world, Slough. They're just not my cuppa, nor that of the Melbourne House team, so it would appear!

**Graphics:** 80% — saucy but nice; not all that saucy, actually.

**Sound:** n/a — none present.

**Colour:** 75% — well used.

**Originality:** 85%.

**Interest:** 82% — if you're like me, that is, and like wit and cynicism with just a dash of Melbourne House's tabasco satire.

**Overall:** 80%.

Order Code: STERRO.



**Publisher:**  
Melbourne House  
**Category:**  
Adventure  
**Computer:**  
48K Spectrum, Spectrum +  
**Reviewer:**  
Samuel Knowles





Computer:  
48K Spectrum, Spectrum +  
Category:  
Arcade trading  
Publisher:  
Firebird under license from Acornsoft

Joystick:  
Optional but impractical, really  
Reviewer  
Kenneth Kinn

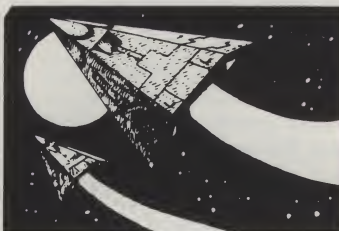
Probably the best ever BBC/Electron game has now been 'translated' into a Z-80 op-code version for the Spectrum by *Firebird*, which also won the rights to the CBM 64 conversion. This copy seems to be every bit as good as the original, and, if anything, slightly better than the Commodore one.

**Getting started:** the game loads without any problem. This is where, for us at least, the trouble began. The program is protected by a lens system known as LENSLOC. You have to adjust three vertical lines to the width of the lens holder, fold flaps, align with the central line and try to make out the letters 'OK'. This took a matter of hours. This seems to be very unnecessary when compared to the excellent security system adopted by, for example, *Software Projects*. The alignment is very fine; the letters and numbers when they do show, are very illegible. It seems to be a very hit and miss affair. We sincerely hope that this system is never adopted again, although once got used to it is fairly easy to use — but only fairly easy.

Once you have passed the nearly impenetrable barrier, you are into an excellent game. *Elite* is a space trading game which combines financial strategy with arcade brilliance. You are given a mass of bumph with the game. There are two keyboard overlays — for the Spectrum and the + — a short novel called the *Dark Wheel*, a chart of ship identities and the all important Space traders

flight training manual. This tells you how to fly your ship and what tactics to adopt in trading. There is a table which tells of the political profile of the universe which affects your trading methods.

As Commander Jameson, you are in charge of a Cobra Mk III — incidentally, most of the enemy craft are named after snakes, the krait, the mamba and so on. Your ship is fitted with deflector shields, lasers,



guided missiles, communications systems of far advancement and enough power to jump through space. You have 100 credits with which you can buy various items, but more of that anon. You also have seven light years of fuel to start your epic journey across the eight galaxies there are which each contain 250 planets which you can land on and trade with. You don't start in flying mode in your wedge shaped ship. You are on the Coriolis space station. There you have the opportunity to buy — and sell — items. You can also examine the local area, have a view of the whole galaxy and view the system data on the nearest planet. This entails what type of economy the planet has. Obviously, to make a killing, you should buy up from the poorer, agricultural

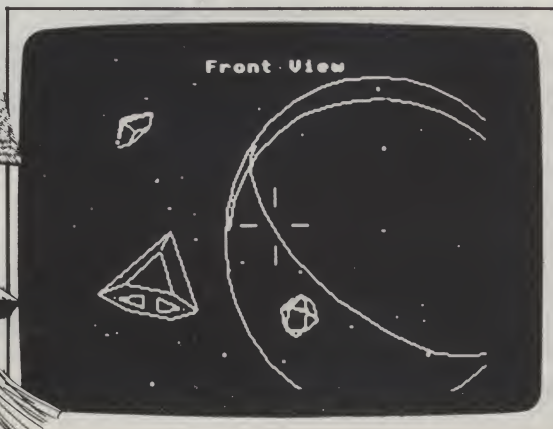
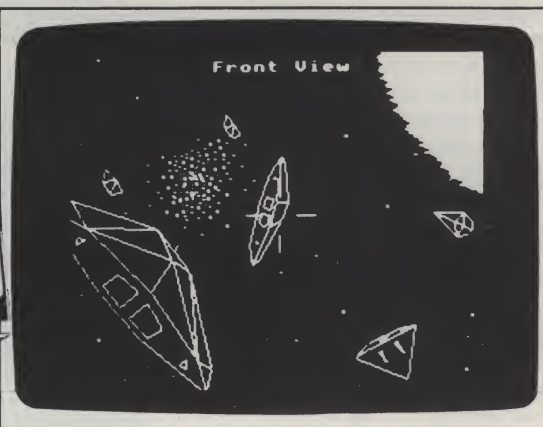
economies and sell to the richer, more technologically advanced ones. The system data also tells what sort of government rules on the planet — from communist states to anarchies, from corporate states to feudal worlds — how far advanced the technology of the planet is, its population, the type of alien races — bird forms, felines and insectoids are but three of the sorts of race which live on the 45 planets of those registered that do not have humanoids on them — the GNP and a witty remark about the inhabitants tendencies. Some make a rather potent brew, so don't have too much of that or you might start flying all askew!

Once you launch into the great void, which is regularly punctuated by planets, you have a choice of four views — not surprisingly, front, back, left hand side and right hand side. The stars go to the left and the right; they whizz past and recede into the distance. You can accelerate and decelerate, climb and dive, roll clockwise and anti-clockwise. There are a series of meters which should be consulted at all times. There is a fuel gauge, cabin temperature reading, bombs, a com-

pass, speed, danger level and an immediate enemy space craft map. This tells you what craft are above and below you and how far they lie from you. Quite often, you will be approached and attacked by enemy craft and commercial rivals. This is where your lasers and bombs come in; you also have four energy banks which you must keep a careful eye on when you are in combat.

Landing on a planet — and you will do this very frequently — is very simple. You simply have to engage the docking computer and it seems to do the rest for you.

Trading is interesting and needs very definite tactics. You can buy all sorts of products, and you can see a list of them at any time. Listed out are the products by unit, price per unit and how much there is available on the particular planet you are trading on. Normally available is food, textiles, luxuries, narcotics, precious metals, furs, alloys and so on. Look out for the slave trade; some governments view this practice as illegal. Agricultural worlds need raw materials and mostly machinery and spares. Industrial worlds need what the agricultural worlds produce. As the manual says:





# Price List

ARCADE/ARCADE ADVENTURE/ADVENTURE/EDUCATIONAL PROGRAMS  
Effective 19th November 1985

All previous lists should be disregarded

The following list contains prices for the categories listed above only. Prices for joysticks and other hardware, business programs, utilities, programming languages and other such general items will be found at the back of the hardware & utilities supplement. New additions are given at the end of this section.

"Bonus" Prices are a means by which we can make very special offers to our members. As a new member, for instance, you qualify for up to five titles at "Bonus" Price in your first 60 days of membership. Thereafter, you can take one title at "Bonus" Price for every title you buy at the Club Price (you can buy as many titles as you wish at Club Price — that's the benefit of being in the Mr Software Club).

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
*S1985	1985	MASTERTRONIC	1.99	1.70	
S3DSTA	3D STARSTRIKE	REAL TIME	5.95	4.60	3.90
ADAST	AD ASTRA	GARGOYLE GAMES	5.95	4.45	
ADSP	ADVENTURE QUEST	LEVEL 9	9.95	8.45	
ATC	AIR TRAFFIC CONTROL	MIKRO GEN	9.95	8.45	
SAIRWO	AIRWOLF	ELITE	6.95	5.95	4.65
ALCHE	ALCHEMIST	IMAGINE	5.50	4.50	1.95
SALIEN	ALIEN 8	ULTIMATE	9.95	8.30	
AMEFO	AMERICAN FOOTBALL	ARGUS PRESS	9.95	8.45	
ANTIC	ANTICS	BUG-BYTE	6.95	5.55	
AQUAP	AQUAPLANE	QUICKSILVA	7.95	6.35	4.95
*SAHF	ARCADE HALL OF FAME	U S GOLD	9.95	7.75	
ARCSP	ARCADIA	IMAGINE	5.50	4.15	0.95
SARCHO	ARCHON	ELECTRONIC ARTS	10.95	9.15	
SARNHE	ARNHEM	CCS	9.95	8.45	
SASHKE	ASHKERON	MIRRORSOFT	6.95	5.85	
*SASSEM	ASSEMBLAGE (2 ARCADE/2 ADVEN)	ARTIC	8.95	6.95	
*SASTCL	ASTROCLONE	HEWSON	7.95	6.15	
ATIAT	ATIC ATTACK	ULTIMATE	5.50	4.95	
*SATLAN	ATLANTIS	ANIROO	6.95	5.40	
STENPA	AUTOMATA 10-PACK	AUTOMATA	9.95	8.45	5.95
STEN2	AUTOMATA 10-PACK (VOLUME 2)	AUTOMATA	9.95	8.45	5.95
AVALO	AVALON	HEWSON	7.95	6.75	
*SBCOFT	B.C.'S QUEST FOR TIRES	SOFTWARE PROJ.	7.95	6.15	
*SBTS	BACK TO SKOOL	MICROSPHERE	6.95	5.35	
SBATMI	BATTLE FOR MIDWAY	P.S.S.	9.95	7.75	
BEASP	BEACH HEAD	U S GOLD	7.95	6.45	5.95
*SBEAC2	BEACH HEAD II	U S GOLD	7.95	6.75	5.45
BEAKY	BEAKY AND THE EGGSNATCHERS	FANTASY	5.50	4.50	2.00
SBEWAR	BEWAREHOUSE	POSITIVE IMAGE	5.95	4.95	3.25
SBIOL	BIOLOGY (O-LEVEL REVISION)	COLLINS	8.95	8.15	
BLAAL	BLADE ALLEY	P.S.S.	5.95	4.75	2.50
SBLUMA	BLUE MAX	SYNSOFT	7.95	6.65	
SBMXRA	BMX RACER	MASTERTRONIC	1.99	1.75	
SBOOTY	BOOTY	FIREBIRD	2.50	2.25	
*SBOTR	BORED OF THE RINGS	SILVERSOFT	6.95	5.95	
BOSSP	BOSS (THE)	PEAKSOFT	6.95	6.25	
*SBBSB	BOUNTY BOB STRIKES BACK	U S GOLD	7.95	6.65	
BRABL	BRAAX BLUFF	MICROMEGA	6.95	5.85	2.50
SBRIBL	BRIAN BLOODAXE	SOFTEK	7.95	6.15	
BRIFL	BRIDGE PLAYER	CP SOFTWARE	8.95	7.60	
SBRIST	BRISTLES	STATESOFT	7.95	6.65	
SBRULE	BRUCE LEE	U.S. GOLD	7.95	6.65	
SBUCRO	BUCK ROGERS	U S GOLD	7.95	6.15	

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ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
BUGAB	BUGABOO	QUICKSILVA	6.95	5.25	3.55
SCAULD	CAULDRON	PALACE	7.95	6.75	5.45
SCHAOS	CHAOS	GAMES WORKSHOP	7.95	6.75	
SCCF	CHARLIE & THE CHOCOLATE FACT.	HILL MCGIBBON	9.95	7.95	
CHEFL	CHEQUERED FLAG	PSION	6.95	5.45	2.95
CHEPS	CHESS BY PSION	PSION	6.95	4.95	2.45
*SCHICH	CHICKEN CHASE	FIREBIRD	3.95	3.30	
*SCHIME	CHIMERA	FIREBIRD	3.95	3.30	
CHUSP	CHUCKIE EGG	A & F SOFTWARE	5.95	4.75	
SCHUEG2	CHUCKIE EGG 2	A & F SOFTWARE	6.90	5.75	
SCLUED	CLUEDO	LEISURE GENIUS	9.95	7.70	
CODMA	CODENAME MAT	MICROMEGA	6.90	5.90	4.95
SCOD2	CODENAME MAT II	DOMARK	9.95	8.30	
COLSP	COLOSSAL ADVENTURE	LEVEL 9	9.95	8.45	
COMLY	COMBAT LYNX	DURELL	7.95	6.75	
SCONFU	CONFUZION	INCENTIVE	6.95	5.90	4.95
SCOSCR	COSMIC CRUISER	BEAU-JOLLY	5.50	4.65	0.95
*SCRIMA	CRITICAL MASS	DURELL	8.95	6.95	
*SCUSKI	CUSTARD KID	NEW GENERATION	4.99	4.20	
CYCLO	CYCLONE	VORTEX	5.95	4.50	
SDTST	DALEY THOMPSON'S SUPERTEST	OCEAN	6.95	5.90	4.95
DALSP	DALEY THOMPSONS DECATHLON	OCEAN	6.90	5.85	5.25
SDAMBU	DAMBUSTERS	U S GOLD	9.95	7.75	
DARST	DARK STAR	DESIGN DESIGN	7.50	6.35	
SDEAST	DEATH STAR INTERCEPTOR	SYSTEM 3	7.95	6.25	
DEATH	DEATHCHASE	MICROMEGA	6.95	5.45	4.45
*SDAM	DIARY OF ADRIAN MOLE	MOZAIC	9.95	7.95	
*SDOD	DISCS OF DEATH	ARTIC	6.95	5.40	
SDOORE	DOOMDARK'S REVENGE	BEYOND	9.95	7.75	
DOCCA	DOOMSDAY CASTLE	FANTASY	6.50	4.95	
SDRAGO	DRAGONTORQUE	HEWSON	7.95	6.15	
SDRIIN	DRIVE IN (THE)	FANTASY	5.50	4.25	
SDUNDA	DUN DARACH	GARGOYLE	9.95	7.75	
DUNSP	DUNGEON ADVENTURE	LEVEL 9	9.95	8.45	
SDYNDA	DYNAMITE DAN	MIRRORSOFT	6.95	5.90	4.95
*SELITE	ELITE	FIREBIRD	14.95	11.50	10.00
SEMEIS	EMERALD ISLE	LEVEL 9	6.95	5.95	
SEFB	EMPIRE FIGHTS BACK	MASTERTRONIC	1.99	1.70	
ENGL1	ENGLISHSKILLS 1	GRIFFIN	9.95	8.45	
ENGL2	ENGLISHSKILLS 2	GRIFFIN	9.95	8.45	
SETV	ERIC THE VIKING	MOZAIC	9.95	8.45	
EURSP	EUREKA	DOMARK	14.95	12.70	9.95
SEAW	EVERYONE'S A WALLY	MIKROGEN	9.95	8.45	
EXTER	EXTERMINATOR	SILVER SOFT	5.95	4.45	1.45
SFAIRL	FAIRLIGHT	THE EDGE	9.95	7.95	
SFAIRS	FAIRSHARE	STELL	7.95	6.50	
SFALP2	FALCON PATROL II	VIRGIN	6.95	5.85	
FIGPI	FIGHTER PILOT	DIGITAL INT.	7.95	6.95	5.95
*SFIGWA	FIGHTING WARRIOR	MELBOURNE HSE	7.95	6.15	
SFINKE	FINDERS KEEPERS	MASTERTRONIC	1.99	1.75	
FOOMA	FOOTBALL MANAGER	ADDICTIVE	6.95	5.45	
SFORM1	FORMULA 1 SIMULATOR	MASTERTRONIC	1.99	1.75	
SCRLF1	FORMULA ONE (CRL)	CRL	7.95	6.15	
SFOUPR	FOURTH PROTOCOL	HCP	12.95	10.75	
SFBB	FRANK BRUNO'S BOXING	ELITE	6.95	5.90	3.95
SFRA20	FRANKENSTEIN 2000	ICON	7.95	6.15	
SFGTH	FRANKIE GOES TO HOLLYWOOD	OCEAN	9.95	8.45	6.95
FRENA	FRENCH MISTRESS A	KOSMOS	9.95	7.45	
FRENB	FRENCH MISTRESS B	KOSMOS	9.95	7.45	

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FULTH	FULL THROTTLE	MICROMEGA	6.95	5.45	3.95
*SGCSM	GEOFF CAPES STRONG MAN	MARTECH	7.95	6.75	5.75
GERMA	GERMAN MASTER A	KOSMOS	9.95	7.45	
GERMB	GERMAN MASTER B	KOSMOS	9.95	7.45	
SGETSE	GET SET	GRIFFIN	9.95	8.45	
SGHOST	GHOSTBUSTERS	ACTIVISION	9.95	8.30	4.95
GIARE	GIANT'S REVENGE	THOR	6.95	5.55	2.50
SGFTG	GIFT FROM THE GODS	OCEAN	9.95	7.70	
SGLASS	GLASS	QUICKSILVA	7.95	6.50	
GOTOJ	GO TO JAIL	AUTOMATA	6.00	5.00	4.00
*SGGTC	GRAHAM GOOCH'S TEST CRICKET	AUDIOGENIC	9.95	8.30	
SGRANA	GRAND NATIONAL	ELITE	6.95	5.45	
SGREMLI	GREMLINS	ADVENTURE INT.	9.95	7.70	
SGYRON	GYRON	FIREBJRD	9.95	8.45	7.45
*SGYROS	GYROSCOPE	MELBOURNE HSE	7.95	6.15	
*SHACKE	HACKER	ACTIVISION	9.95	8.30	
SHAMPS	HAMPSTEAD	MELBOURNE HSE	9.95	7.75	
HARSP	HARRIER ATTACK	DURELL	5.95	4.45	
SHDR	HERBERT'S DUMMY RUN	MIKRO-GEN	9.95	8.45	7.30
*SHIGCO	HIGHWAY CODE	DUCKWORTH	5.95	5.45	
SHIDEN	HIGHWAY ENCOUNTER	VORTEX	7.95	6.75	3.45
HOBSP	HOBBIT (THE)	MELBOURNE HSE.	14.95	12.95	7.95
HULSP	HULK	ADVENTURE INT.	9.95	8.45	7.95
HUNSP	HUNCHBACK	OCEAN	6.95	5.45	
SHUN2	HUNCHBACK 2	OCEAN	6.90	5.90	4.95
SHYPER	HYPERACTION	SILVERSOFT	5.95	4.60	
SHYPSP	HYPERSPORTS	IMAGINE	7.95	6.15	
*SIOTM	I, OF THE MASK	ACTIVISION	9.95	8.95	
SIDENT	IDENTIKIT	STELL	6.95	5.95	
*SIMPMI	IMPOSSIBLE MISSION	EPYX/U S GOLD	7.95	6.75	5.75
*SINTKA	INTERNATIONAL KARATE	SYSTEM 3	6.50	5.50	4.50
*SINTRU	INTERNATIONAL RUGBY	ARTIC	7.95	6.15	
SJASPE	JASPER	MICROMEGA	6.95	5.80	
JETSE	JET SET WILLY	SOFTWARE PROJ.	5.95	4.55	3.95
SJSW2	JET SET WILLY II	SOFTWARE PROJ.	6.95	5.90	4.50
JETPA	JETPAC	ULTIMATE	5.50	4.65	
JUNCH	JUMP CHALLENGE (EDDIE KIDD)	MARTECH	6.95	5.90	3.95
KENTI	KENTILLA	MICROMEGA	6.95	5.85	2.50
KETTR	KEY TRILOGY (THE)	INCENTIVE	12.95	11.00	
KNJLO	KNIGHT LORE	ULTIMATE	9.95	8.45	
SKNOCK	KNOCKOUT	ALLIGATA	6.95	5.90	4.25
SLAZJO	LAZY JONES	TERMINAL	6.95	5.40	
LDM	LORDS OF MIDNIGHT	BEYOND	9.95	8.45	5.00
LOTSP	LORDS OF TIME	LEVEL 9	9.95	8.45	
SMACBU	MACADAM BUMPER	PSS	7.95	6.15	
MANSP	MANIC MINER	SOFTWARE PROJ.	5.95	4.55	2.00
SMARSP	MARSPORT	GARGOYLE	9.95	7.75	
SMATDA	MATCH DAY	OCEAN	7.95	6.15	
SMATFI	MATCH FISHING	ALLIGATA	7.95	6.75	4.95
MATPO	MATCH POINT	PSION	7.95	6.75	
MATH1	MATHSKILLS I	GRIFFIN	9.95	8.45	
MATH2	MATHSKILLS II	GRIFFIN	9.95	8.45	
SMEGAH	MEGAHITS	BEAU JOLLY	9.95	8.45	7.95
MFC	MICROS FOR CHILDREN	STELL	6.95	5.25	
SMINDE	MINDER	DK/TRONICS	9.95	7.75	
MISDE	MISSILE DEFENCE	ANIROG	5.95	4.45	
MISWO	MISSING WORDS	STELL	6.95	5.95	
MONEY	MONEY	STELL	6.95	5.95	
SMONOP	MONOPOLY	LEISURE GENIUS	9.95	7.70	

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ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
MTIH	MONSTERS IN HELL	SOFTEK	5.95	4.45	1.45
*SMDP	MONTY DOUBLE PACK (MII & MM)	ARTIC	6.95	5.40	
MMSP	MONTY MOLE	GREMLIN	6.95	5.55	
*SMOTR	MONTY ON THE RUN	GREMLIN GRAPHICS	7.95	6.75	5.85
MOAL	MOON ALERT	OCEAN	5.95	4.45	
SMOOCR	MOON CRESTA	INCENTIVE	6.95	5.75	
SMOROU	MORDENS QUEST	MELBOURNE HSE	6.95	5.35	
MMTB	MORRIS MEETS THE BIKERS	AUTOMATA	6.00	4.00	
MRWSP	MR WIMPY	OCEAN	5.90	4.45	2.50
MUGSY	MUGSY	MELBOURNE HSE.	6.95	5.55	2.50
*SNES	NEVER ENDING STORY	OCEAN	9.95	7.95	
SNFG	NICK FALDO'S OPEN	ARGUS PRESS	9.95	8.30	
NIGOU	NIGHT GUNNER	DIGITAL INT.	6.95	5.45	2.95
SNIGSH	NIGHT SHADES	ULTIMATE	9.95	8.30	
SNDY	NODES OF YESSOD	ODIN	9.95	8.30	6.95
SNONTE	NON TERRAQUEOUS	MASTERTRONIC	1.99	1.85	
SNUMBE	NUMBERFUN	GRIFFIN & GEORGE	7.99	6.85	
OLYMP	OLYMPICON	MITEC	5.95	4.75	2.00
SONEON	ONE ON ONE	ARIOLASOFT	8.95	8.50	
SOOTS	OUT OF THE SHADOWS	MIZAR	7.95	6.70	
SOVERL	OVERLORDS	LOTHLORIAN	6.95	5.35	
*SPATCH	PATCH (THE)	GILSOFT	5.99	4.95	
*SPOTPI	PERCY THE POTTY PIGEON	GREMLIN	6.95	5.90	
SPHYSI	PHYSICS (O-LEVEL REVISION)	COLLINS	8.95	8.15	
PIEYE	PI-EYED	AUTOMATA	6.90	5.20	2.00
PIMAN	PIMANIA	AUTOMATA	10.00	7.50	4.95
PIROM	PIROMANIA	AUTOMATA	6.00	5.00	
SPOLPO	POLE POSITION	DATASOFT	7.95	6.75	
POOL	POOL (CDS)	CDS MICROS	5.95	4.45	3.45
*SPOPEY	POPEYE	DK TRONICS	7.95	3.95	
PSSI	PSSI	ULTIMATE	5.50	4.15	
PYJAM	PYJAMARAMA	MIKRO-GEN	6.95	5.85	4.45
SROM	RAID OVER MOSCOW	ACCESS	7.95	6.65	
SRALDR	RALLY DRIVER	HILL MCGIBBON	9.95	8.45	6.75
REBEL	REBELSTAR RAIDERS	RED SHIFT	9.95	8.95	
SREDAR	RED ARROWS	DATABASE	8.95	7.60	5.50
SREDMO	RED MOON	LEVEL 9	6.95	5.35	
*SRIDDE	RIDDERS DEN	ELECTRIC DREAMS	7.95	6.15	
SRIVRA	RIVER RAID	ACTIVISION	7.95	6.65	
*SROSH	ROBIN OF SHERLOCK	SILVERSOFT	9.95	8.30	
SRDS	ROBIN OF SHERWOOD	ADVENTURE INT.	9.95	8.30	
*SROTW	ROBIN OF THE WOOD	ODIN	9.95	7.95	
SROCCO	ROCCO	GREMLIN GRAPHICS	7.95	6.15	
SROCRI	ROCKFORD'S RIOT	BEYOND	9.95	8.45	6.95
SRHS	ROCKY HORROR SHOW	CRL	8.95	6.95	
SRRR	ROLAND'S RAT RACE	OCEAN	6.90	5.85	4.90
*SROLCO	ROLLER COASTER	ELITE	6.95	5.90	4.95
SRFG	RUN FOR GOLD	HILL MCGIBBON	7.95	6.75	5.00
*SRITTF	RUPERT AND THE TOYMAKERS	QUICKSILVA	7.95	6.15	
SABWU	SABRE WOLF	ULTIMATE	9.95	8.45	6.95
SCUSP	SCUBA DIVE	DURELL	5.95	4.55	3.95
*SSOTU	SHADOW OF THE UNICORN	MIKRO-GEN	14.95	12.95	
SHADO	SHADOWFIRE	BEYOND	9.95	8.45	5.95
*SSHATU	SHADOWFIRE TUNER	BEYOND	3.95	2.95	
SSIAMA	SIAMAZOOM	SILVERSOFT	6.95	5.90	
SIRLA	SIR LANCELOT	MELBOURNE HSE.	5.95	5.05	
SSKIST	SKI STAR 2000	RICHARD SHEP.	7.95	6.15	
SKODA	SKOOL DAZE	MCS LIMITED	5.95	5.00	
SSLICK	SLICKER PUZZLE	DK TRONICS	5.95	5.05	3.25

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SNOSP	SNOWBALL	LEVEL 9	9.95	8.45	
SSOFTA	SOFTAD	QUICKSILVA	4.99	4.45	
*SSORSH	SORDERONS SHADOW	BEYOND	9.95	7.95	
*SSOAR	SOUL OF A ROBOT	MASTERTRONIC	1.99	1.70	
SSOUBE	SOUTHERN BELLE	HEWSON	7.95	6.75	5.85
SSPEOP	SPECIAL OPERATIONS	LOTHLORIE	5.95	4.95	
SPECT	SPECTRON	VIRGIN GAMES	5.95	4.45	2.45
SPESP	SPEED DUEL	DK TRONIKS	5.95	4.75	2.95
*SSPELL	SPELLBOUND	MAD GAMES	2.99	2.50	
SSPIDER	SPIDERMAN	ADVENTURE INT.	9.95	8.45	6.45
SPLAT	SPLAT	INCENTIVE	6.50	5.55	
SSPYHU	SPY HUNTER	SEGA (U.S.GOLD)	7.95	6.65	4.95
SSVS	SPY VERSUS SPY	BEYOND	9.95	8.45	6.95
*SSTAQU	STAR QUAKE	BUBBLEBUS	7.95	6.15	
SSTARI	STARION	MELBOURNE HOUSE	7.95	6.15	
SDS	STEVE DAVIS SNOOKER	CDS MICROSYSTEMS	7.95	6.75	
SSUPPI2	SUPER PIPELINE II	TASKSET	7.95	6.75	5.00
SUPCH	SUPERCHESS 3.5	CP SOFTWARE	8.95	7.60	
SSUPER	SUPERGRAN	TYNESOFT	9.95	7.75	
*SSUPMA	SUPERMAN	BEYOND	9.95	8.45	7.45
*SSAS	SWORDS AND SORCERY	P S S	9.95	8.30	
SYSSP	SYSTEM 15000	FERRANTI & CR.	9.95	8.45	
TABLE	TABLESUMS	GRIFFIN	7.99	6.45	
SARAKN	TALES OF THE ARABIAN NIGHTS	INTERCEPTOR	5.50	4.25	
STAPPE	TAPPER	SEGA/U S GOLD	7.95	6.15	
*STAUCE	TAU CETI	CRL	9.95	8.30	7.30
STECTE	TECHNICIAN TED	HEWSON	5.95	4.60	
*STERRO	TERRORMOLINOS	MELBOURNE HSE	7.95	6.15	
STTS	THAT'S THE SPIRIT	SOFTTEK	7.95	6.15	
*STEC	THE EVIL CROWN	MIND GAMES	9.95	8.30	
*STHERA	THE RAT	HODDER & ST.	7.95	6.65	
*STSAM	THEY SOLD A MILLION	OCEAN	9.95	8.30	
*STHUND	THUNDERBIRDS	FIREBIRD	3.95	3.30	
TILER	TILER	INTERCEPTOR	5.50	4.70	2.00
TIME	TIME	STELL	6.95	5.95	
*STIMSA	TIME SANCTUARY	LOTHLORIE	7.95	6.15	
STINDE	TINDERBOX	GREMLIN	4.99	4.95	
TNN	TIR NA NOG	GARGOYLE GAMES	9.95	8.45	
TITAN	TITANIC	R & R	7.95	6.75	
TLL	TORNADO LOW LEVEL	VORTEX	5.95	4.50	3.45
TODSP	TOWER OF DESPAIR	GAMES WORKSHOP	7.95	6.75	
TRASH	TRASHMAN	NEW GENERATION	5.95	4.55	
TWTSP	TRAVEL WITH TRASHMAN	NEW GENERATION	5.95	4.95	
STRITR	TRIBBLE TROUBLE	SOFTWARE PROJ.	5.95	4.60	
TKVSP	TWIN KINGDOM VALLEY	BUG-BYTE	9.50	7.60	
UNDER	UNDERWURLDE	ULTIMATE	9.95	8.45	
VALSP	VALKYRE 17	RAM JAM CORP	9.95	8.45	4.95
SVTK	VIEW TO A KILL (JAMES BOND)	DOMARK	10.99	9.40	7.95
*SWATER	WATERLOO	LOTHLORIE	9.95	8.30	
SWOEF	WAY OF THE EXPLODING FIST	MELBOURNE HSE	9.95	8.45	6.90
*SWTMB	WHAM THE MUSIC BOX	MELBOURNE HSE.	9.95	8.30	6.95
WHEEL	WHEELIE	MICROSPHERE	5.95	4.45	
SWITCA	WITCH'S CAULDRON	MIKRO GEN	5.95	4.60	
SWIZLA	WIZARDS LAIR	BUBBLEBUS	6.99	5.40	
WORDG	WORDGAMES	GRIFFIN	7.99	6.45	
WORDS	WORDSPELL	GRIFFIN	7.99	6.45	
SWSB	WORLD SERIES BASEBALL	IMAGINE	6.95	5.40	
*SWSBBA	WORLD SERIES BASKETBALL	IMAGINE	7.95	6.15	
WORSE	WORSE THINGS HAPPEN AT SEA	SILVERSOFT	5.95	4.75	



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SWRIGO	WRIGGLER	ROMANTIC ROBOT	5.95	4.95	3.95
*SXCEL	XCEL	PROG. TECH.	9.95	8.30	
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## Price List

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ADDITIONS

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*SMICCO3	MCCODER III (SPECTRUM)	PSS	12.95	10.95	
*SMULTI	MULTIFACE	ROMANTIC ROBOT	39.95	39.95	
*SYS-B	SUPERCHARGE YOUR SPECTRUM	MELBOURNE HSE	5.95	5.45	

### Product News

After waiting eight weeks for a delivery of **Standard Atari Joysticks** we've given up in despair and cancelled our order. Please note that this product is **no longer available**. We apologise to those of you who waited so long - we hope you liked the alternative we sent. After some months of chaos while they were taken over by *Collins*, publishers *Hill McGibbon* seem to have sorted themselves out and

we have therefore re-introduced the very popular **Rally Driver** and **Run for Gold**. These are both in stock and readily available.

Please note that the six-pack in the hardware supplement is **no longer available**. Our initial stocks disappeared in about two days and despite previous assurances from the suppliers as to plentiful ongoing stocks these were not forthcoming.

You'll notice our special

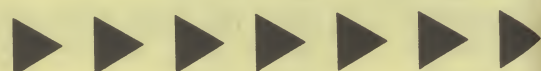
pocket money price offers on the back of the order form - please be aware that these are mostly 'end of line' offers and will only be available while stocks last. If an item is sold out you will be notified of any credit due to you (credit card holders will automatically have their charge reduced).

Since printing out the Price List, *Automata* have announced **10 Pack Volume 3**. This will be at the same price as volumes 1

& 2.

Not surprisingly, *Evesham Micros' Interface III* has not proved at all popular. Just as we go to press though we've received a copy of **Multiface** from *Romantic Robot* which at first sight is infinitely better. We'll carry a full review in the next issue, but in the meantime it replaces *Interface III* at the same price.

## Place your order NOW!





Enter the 'Order Code' and title of the products you wish to purchase in the panel on the right and enter the price you are paying in the appropriate column. If you require more than one copy of a title, please enter it twice on the form. Total the order, add the postage and fill in your name and address. Post the complete order form with remittance, to Mr Software Ltd., Kelvin House, Totterdige Avenue, High Wycombe HP13 6XG. **Please don't write notes, letters etc.**, on the form. Put these on a separate sheet of paper or your order will be delayed.

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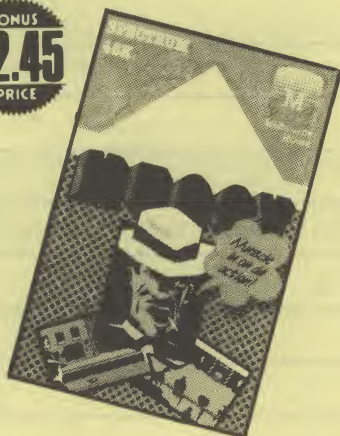
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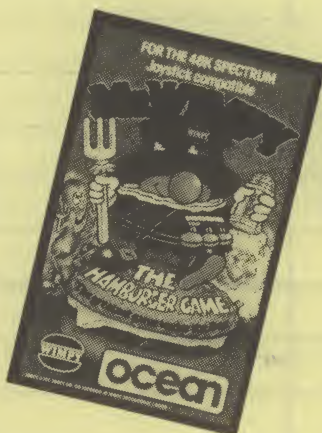
# Pocket Money Bargains

Here are some special 'Pocket Money Price' games, or perhaps stocking fillers, which are available whilst stocks last. Please order early to avoid disappointment.

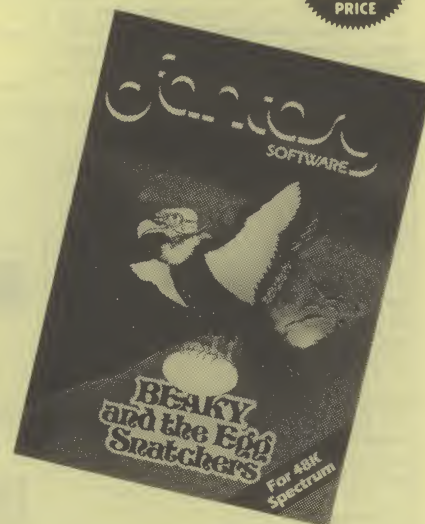
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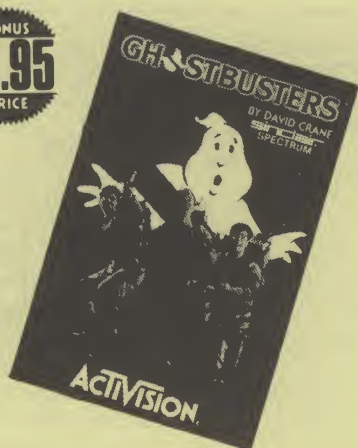
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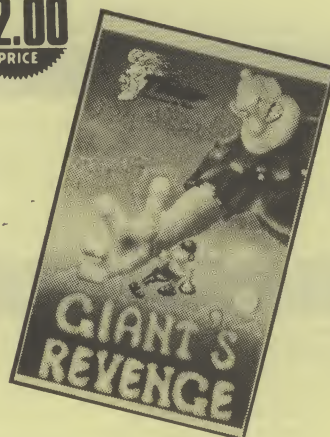
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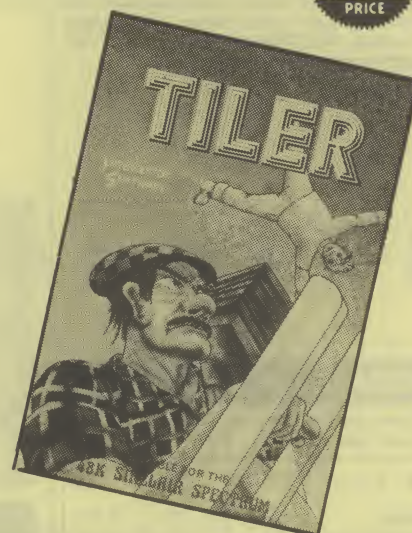
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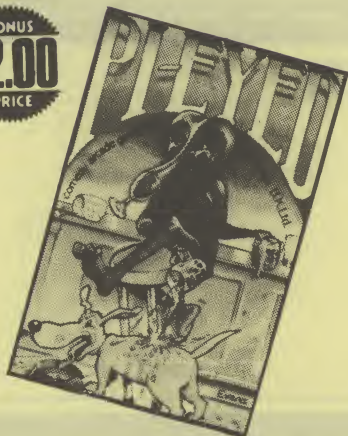
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PRICE



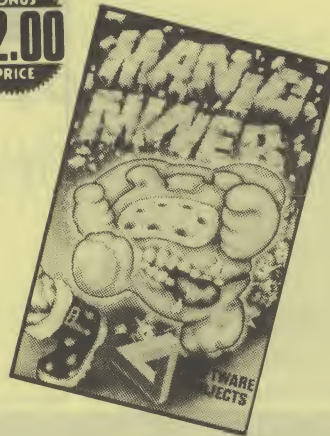
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"think of a planet's needs; think what might make the society function; don't trade expensive trivia to a hungry world." If you think there's no future in trading, you can also go bounty hunting, turn to piracy or even asteroid mining. You might also pick up free space cargo from ships that have been destroyed. Look out for the illegality of certain practices.

#### Reviewer's Comment:

This is a superb program which combines space arcade techniques with strategy trading. An excellent, original idea by

Acornsoft; an excellent conversion by *Firebird*. One of the all-time greats. Read the manual very thoroughly and take their advice. Do not, however, be afraid to tackle problems in an innovative manner. A Mr Software 'stroke of genius'.

#### Ratings:

**Graphics:** 95% — clear, smooth, fast, hidden-line ships; excellent detail; great rotation.

**Sound:** 50% — a few realistic roars; a minimal feature.

**Colour:** 55% — the void of space is black and white.

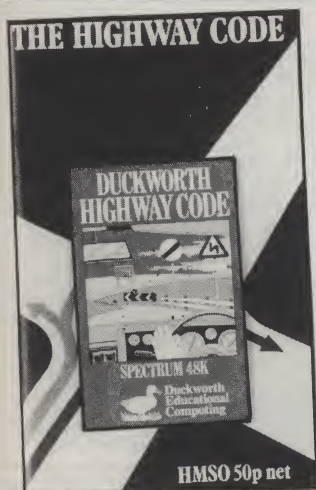
**Originality:** 90% — it might be a conversion, but it deserves a high rating for originality nonetheless.

**Interest:** 90%.

**Overall:** 92% — a winner, a must for the complete software library of the best games ever produced.



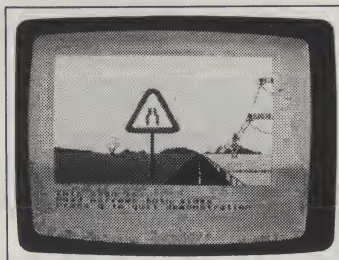
## HIGHWAY CODE



**Machine:** Spectrum 48K  
**Joystick:** n/a  
**Category:** Educational  
**Publisher:** Duckworth

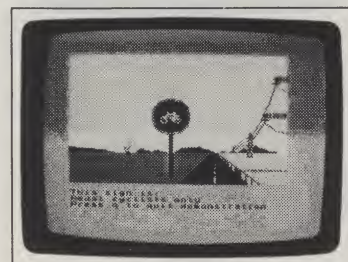
**Review:** Richard Peace

Preparing for that dreaded driving test or cycling proficiency is no longer such a problem with this new program from **Duckworth Computing**. *Highway Code* is made up of two programs dealing with all the necessary safety information and road signs that need to be learnt for such a test. The first program takes the format of questions and answers and



covers 9 topics ranging from the Road User to the Pedestrian and even Overtaking. The text contained within the program is taken from the actual Highway Code booklet and is reproduced under license. The second program is about road signs. Good clear graphics are featured here and this section is divided into road and motorway signs.

In the first program you are invited to type your response to the question and the computer will then check your answer. A nice feature here is that if the computer does not understand your response and you feel that your answer was correct, you can override the score and it will increment it anyway. (Remember, if you cheat you are only fooling yourself.) Overall, a well put together package that has



increased my confidence for my forthcoming driving test...

#### Ratings:

**Graphics:** Part one, 75% — redefined text. Part two, 85% — nice sign graphics.

**Originality:** Part one, 90%. Part two, 90%.

**Colour:** Part one, n/a. Part two, 65% — as on signs.

**Sound:** Part one, beeps. Part two, beeps.

**Interest:** Part one, 95%. Part two, 95%.

**Overall:** Part one, 95%. Part two, 97% — makes the learning of signs more straightforward.



## EDUCATIONAL SOFTWARE

The reluctance of the major software distributors to handle educational programs has led to the formation of the British Educational Software Associates. This is a group of eight software publishers including Collins, Griffin, Hill McGibbon and other well known names specifically to promote the sale of educational

and other serious home computer software. The Association have produced a neat little sixteen page catalogue listing 88 different products available. This catalogue is available to Mr Software subscribers free of charge. Further, we have made arrangements with BESA for Mr Software to supply any of the products in

the catalogue at a set discount of 15%. (Some of the items in the catalogue are already offered through the Club at a similar, or higher

discount.)

If you would like a copy of the catalogue please send us your name and address together with a 17p stamp.

Macmillan Software

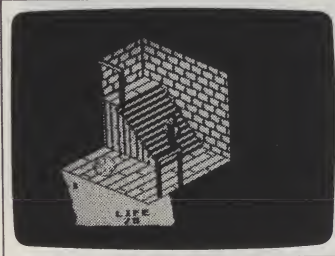
HOME SOFTWARE CATALOGUE

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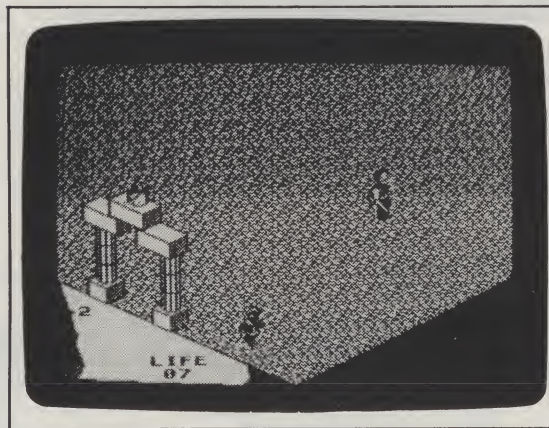


Machine:  
Spectrum 48K/Spect +  
Joystick:  
Kempston  
Category:  
Arcade Adventure  
Publisher:  
The Edge  
Review:  
Richard Peace



Venture into the Land of Fairlight and recover the Book of Light from deep within the Castle Avars. This is the task that has been forced upon you and it seems that your only means of escape from the castle is to carry it out. For those of you who are new to the idea of Fairlight, it is generally a three-dimensional adventure in which you control a character who walks, climbs and picks up any objects you find and desire. The view of the surroundings is shown from a point above and in front of the screen and creates a feeling of realism. It is, in the simplest of analogies, like *Knight Lore* but once played, it has its own atmosphere and features which make it instantly playable and addictive.

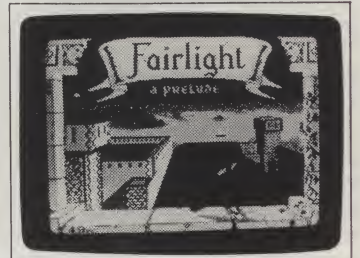
Your character is solidly drawn and carries a short sword at the ready for any encounters with guards or ogres. He can move in four directions, jump, fight and pick up or drop objects from one of five pockets. These pockets are selected by pressing a number key from one to five. They may all be filled or, if a very heavy object is lifted, may have to be emptied. Items commonly encountered include food, stools, tables,



scrolls and potions. Certain items have magical functions and these may be invoked by pressing the 'use' key (in this way the magic scroll can be used to useful ends). The castle is very well designed. For instance, in the start room there is a tower and leading from a door above are some bat-

lements. Upon entering the tower, steps lead up and eventually go to a door. This door then leads through to the battlements (seen before) except this time you are up above the previous room. This is a vast improvement over games such as *Knight Lore*, *Alien 8* & c. The game

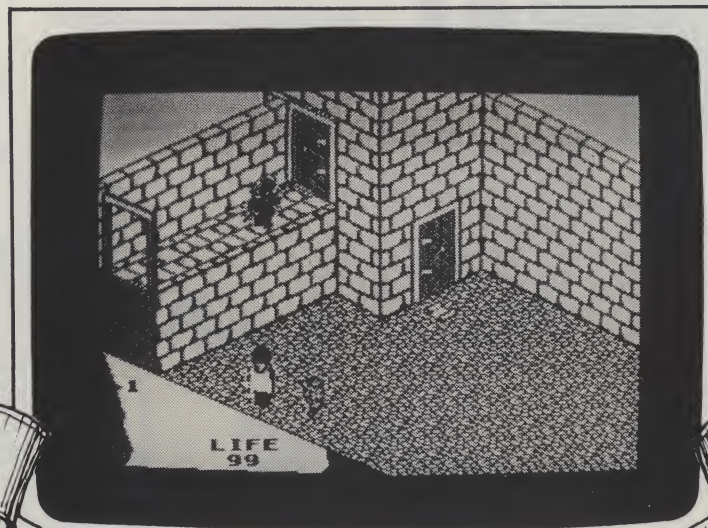
itself is very complex and since objects are dropped in front of your character stacking plays a major part in retrieving many of the useful, and necessary, objects. We particularly liked the linked rooms, the life points feature, and the man-eating plants which bite at you when you walk too close.



Some of the doorways found may be locked and therefore obtaining a key is a wise precaution. Several of these lie around and it is a good idea to hold as many as you think possible. The graphics are extremely good, clear and above all realistic. Isvar, the central character, is very well animated, likewise the guards, ghosts and plants! Overall an excellent idea combined with a highly polished program and graphics. Just listen to the theme music once loaded and you can tell that the game is going to be well presented. (This music is the only sound present but is amazing and in multi-channels.) A sound-booster really enhances the tune. Our only criticism is the time lapse in between screens of about a second or more. Still, it allows for a breather and does not detract from your enjoyment.

#### Ratings

Graphics: 95% — clear, well animated and realistic!  
Originality: 75% — not the first 3D adventure but still quite a new field of ideas.  
Sound: game — n/a.  
start — 99.9% — a fantastic tune in multi-channel harmony and the best come out of my speaker ever!  
Colour: 45% — some changes in different places, all the same in a particular room.  
Interest: 90% — addictive and complex, fighting is a good addition and provides real interaction.  
Overall: 92%.  
Order Code: SFAIRL.



# Fairlight

# Fairlight



The thwack of leather on willow takes his attention momentarily from his *Pimms and Times* Crossword. "Goochie sends another ball careering over the boundary ropes. 49 not out; on the verge of another milestone. And look, going down the road there's another bus — er, a number 19, I think Johnners — with our chocolate cake, from Mrs Switherington from Wakefield, perched precariously on top." Well.

Confronted with the instruction 'type LOAD' "CODE" we were taken back to those heady days of *Meteor Storm* &c. Furthermore, there was another blast from the past when the game crashed to reveal a Basic program that was calling USR routines. This aside, Goochie's TMC

## Graham Goochie's TEST CRICKET



is not a game from those days of stone age computing — 1982. The graphics are keen and sharp and the action largely realistic.

A professional SCREEN stares out as you wait. There's a fair resemblance of Goochie, although his head is probably too like a cricket ball to be true! The view in the game is over the bowler's back. Before you reach the action, there are certain formalities to go through. The length of the matches varies; 40, 50 or 55 overs per side or a two inn-

ings, test-match style game. You can also choose your own teams, or select England and Australia from squads of 20 or so. The names are of those who played in the last six-match series (3-1), you remember down there in Aus?!!) this summer. You also have to choose, from amongst your teams a wicket-keeper and a slip. This done, the toss is made. A coin with H and T on it spins around realistically. You usually lose the toss!

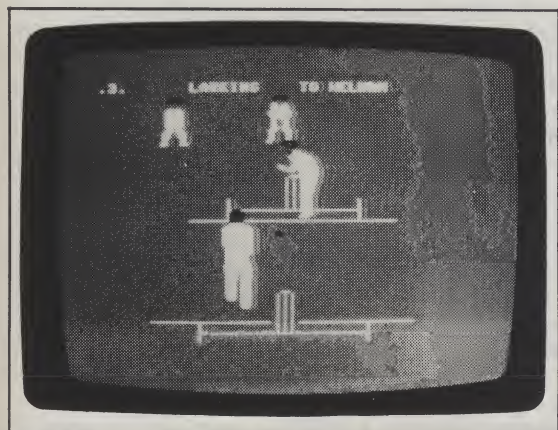
**Graphics:** seen from behind the bowler, are large and realistic. One great touch is when the bowler prepares to bowl. The faceless slip and wicket-keeper crouch down, as in the real thing. If the ball is hit to either side of the wicket, you are shown players stooping down to pick it up or miss it as it scoots off for a 4. The events of the current over are shown at the top right, à la score book — eg 42..1.W. When you — or the computer — hits a six

back over the bowler's head, the ball is enlarged and hangs in the sky. All boundaries are accompanied by wild applause. The batsmen are shown to make forward and backward strokes, hooks, pulls and square cuts.

**In play:** The game is very hard indeed to play — too hard, in our opinion, although it does get easier as you get the knack. It does seem, however, that influencing the bowler — when you're bowling — and the batsman when you're batting, is not that easy. Control is by both keyboard and joystick with the latter being the easier method. As in the real thing, bowlers tend to tire after long spells and have to be rested. The appeal is not that great, however. You may well find yourself getting bored very quickly....especially when you're not a very good master of computer bowling, as I wasn't. Being hit for 11 off each over and then being bowled out for 24 is very reminiscent of school matches against Radley and Milfield.

**Graphics:** 85% realistic and impressive.  
**Sound:** 60% applause as in DTST and DT's Decathlon &c.  
**Colour:** 60% not as good as CBM 64 version this one's all green and white on the pitch.  
**Originality:** 70% not the first; the best.  
**Interest:** 60% depends on whether you're really heavily into cricket.  
**Overall:** 67%.

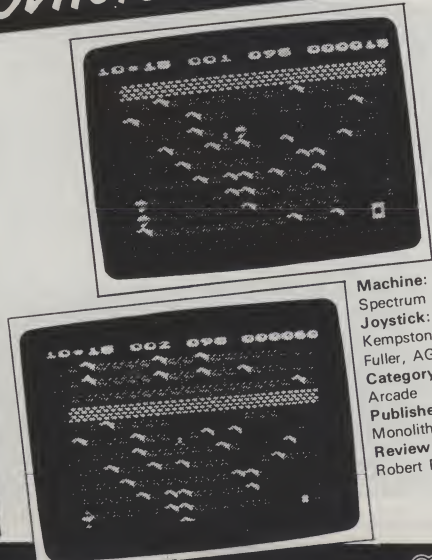
Order Code SGGTC



**Computer:** 48K Spectrum, Spectrum +  
**Category:** Sports simulation  
**Publisher:** Audiogenic  
**Joystick:** Kempston, Interface II  
**Reviewer:** Samuel Knowles



## RIOT! & Boulder Dash



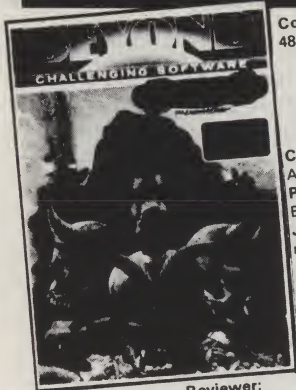
**Machine:** Spectrum 48K/Spec +  
**Joystick:** Kempston, Protek, Fuller, AGF, Sinclair  
**Category:** Arcade  
**Publisher:** Monolith  
**Reviewer:** Robert Price

Rockford's Riot is a collection of the two games mentioned above and in essence both of them are very similar. They have a simple objective which becomes very complicated when you begin to play the game. You are required to collect a certain number of jewels from each cave in the system. Unfortunately as you dig through the earth, you find that there are some immovable rocks, immovable that is until you burrow underneath them. In this case, the boulder will topple downwards and if you are not quick it will squash your poor Rockford. If a boulder is placed above another boulder and you dig along side it it will also topple since these boulders are rounded. So, avoiding these boulders plays a large part in this game and a lot of strategy is necessary in

some of the caverns in order to survive. These two games are very addictive but the graphics could have been improved. They have very similar playing techniques and only vary slightly from game to game. You may choose one or two player games. Overall the game is quite playable! Our one criticism is the box that the game is presented in. We doubt that you will fit it on any of your shelves as it looks more like a giant lollipop or a frying pan with a 3 inch thick handle. Still, we suppose this is a good eye catcher when displayed on shop shelves.

**Ratings:** Order Code SROCRI  
**Graphics:** — 48% — large but low resolution-boulders are alright.  
**Originality:** 57% — based on a very old arcade game — Dig Dug.  
**Sound:** 35%.  
**Colour:** 55% — quite colourful in some of the caves.  
**Interest:** 73% — very addictive especially with two players.  
**Overall:** 58%.

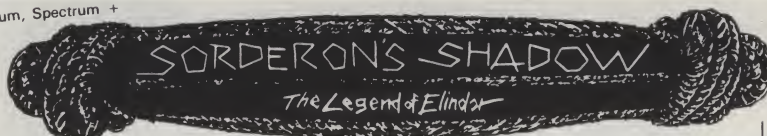




Reviewer:  
Samuel Knowles

Computer:  
48K Spectrum, Spectrum +

Category:  
Arcade adventure  
Publisher:  
Beyond  
Joystick:  
n/a

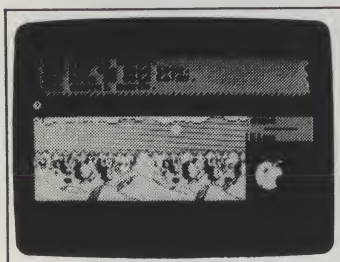


Yet another large-boxed product from *Beyond*. Not the best of the lot, this one. This said, it is good and offers several new features and in feel and departure from a stock theme, and *Sorderon's Shadow* does have a new, sinister feel. The graphics are of high quality; entry of commands is usually easy...but more of that anon.

**The Quest:** Sorderon, a surly hedge-wizard, and Caradach the Watcher once plotted against the good king Ba. Sorderon managed to slay Ba as he slept one night; his main conquest, however, was that he managed to steal the scroll of Dorian which automatically confers the boon — or bane, as the manual so correctly suggests — of immortality upon its holder. Sorderon learnt the contents of this scroll by rote; he then hid it in the forgotten land of Baramund and then made the city disappear. Becoming increasingly imperious, he returned to Caradach and slew him. The tribute began to flow to Sorderon's feet since he was now so powerful. The land of Elinor is now blighted and on a definite wain. Your task, as the unnamed one, is to slay Sorderon once you have completed a series of nine tasks; the culmination of these tasks is the freeing and reappearance of Baramund and the consequent demise of Sorderon. The task is by no means easy, as you discover when you wake up in the early morning in the land of Elinor.

**Graphics:** an eerie title screen, with a skinless, horned skull stares at you as you wait for the rest of the code to load up. Once

loaded the game starts; now you begin to understand the various screen windows. At the top there are four or so lines for text communication, speech, announcement of the arrival of characters & c. The style is reminiscent of *Lords of Midnight* and so on; hardly surprising, since they were also coded by Denton Designs. Below the text screen lies the input line.



You can type all manner of commands from this line; the computer can store up to three, one line sentences which can be recalled by means of Caps Shift and the cursor up and down keys. The computer has been programmed to recognise a wide range of syntax and up to 750 words. Typing in your commands can get a little tedious when the delete keys refuse to work, as they did on the copy we had to review. Below the input line there is the main graphics window; this takes up most of the middle third of the screen — for obvious attribute reasons — sharing it only with an apple which indicates your strength — blue if you're strong, green if fairly strong and white when weak — and a cauldron (?) which has blood dripping into it, which reveals a skull little by little, as blood drips into it. This represents the proximity of some of your enemies. Just above this, which is on the far right and in the middle of the screen, is a magenta block which has written on it in white your current location and direction. The bottom third of the screen is bordered by two candles. Important characters in close proximity are displayed here

— and there are 14 of them, some friendly, lots nasty and to be avoided or fought asap. You can move the cursor keys left and right — with Caps Shift on — over these characters for conversation purposes.

**Commands:** are entered by two methods. The first, and simplest, is to use symbol shift and other keys in combination — these other keys lying mainly on the top two rows. Indeed, the top row of commands can be operated without the use of symbol shift. These are the direction movers — N, Nw, Se & c. The other commands which need not be typed out in full are one's you'll often need — which day you're on, the inventory, score, load, save and scroll. The second method of command entry is as with most adventures — direct sentence or the verb-noun syntax. *Beyond* list many nouns and more verbs — especially the useful and not automatically obvious ones, like pay (which is often needed, as it turns out, pause, say, count, list and who? — a command which identifies characters in close to you.

#### Reviewer's Comment:

We have seen better from *Beyond*; there is the annoying presence of a 2 second blank between screens. Because Denton Designs wanted to have as many locations (4100) and views (33000) as possible, they

have lost much possible variation. Too often the trees are very, very familiar; you're sure that you've just seen that cottage before. The map is fairly useful, but is limited. The change from day to night — from blue and white with clouds dancing along the top continually and the sun tracking out its course, to black and red and the moon in the place of the sun — is very pleasing. The vocabulary is wide and varied. This said, I did feel rather a fool at first, plodding through what seemed at first to be the spot I'd just come from. This is a definite challenge to arcade adventurers but not of enough variation — from what comparatively little I've seen, although I got past task 2 and was sat at the keyboard for over 3 hours — for any real lasting appeal — unless you have a missionary zeal to free the city and land of Baramund. Good(ish) but nowhere near to being termed a classic.

**Graphics:** not that varied; annoying blankness all too frequently — even when you're thinking of your next move!

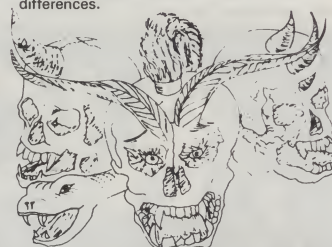
**Sound:** 5% — the familiar, old, pathetic beep.

**Colour:** 65% — imaginative in so far as it goes all over the screen; rather boring on the middle third of the screen.

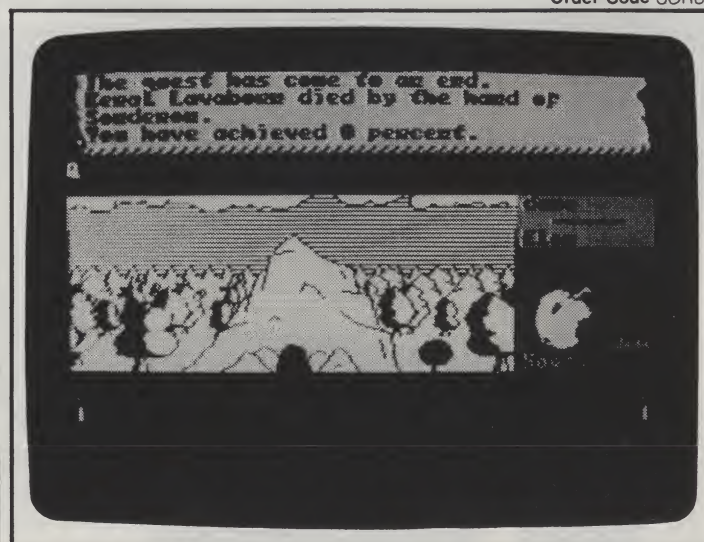
**Originality:** 75% — we've seen graphics like this before; the story's not too familiar either.

**Interest:** 60%.

**Overall:** 72% — OK; save them if you will; not really to be advised to those sick of the *Lords of Midnight* landscapes, despite their differences.



Order Code SORSH





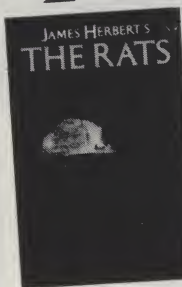
"A new experience in software terror....A horrifying struggle of strategy and adventure...Only players' wits will save them from the bloodlust of the rats." Well, this one certainly had our pulses accelerate and nerves jangle. It is indeed a spine-chilling adventure and is innovative in its method of command-entry and theme.

We had immense difficulties in loading this game — we had to obtain a second machine — of much more recent vintage than our reviewer's normal one — to get it to work. For one, after the initial sections had loaded up and a message filled half the screen, the program crashed — on more than one occasion. Then, after a rat had run across the screen, in a sort of sewer type scene, there was another crash. It was only when we came to the blood-bespattered title screen and nothing happened that we realised it was necessary to load up more sections; surely this went out with the ark! It is not made at all clear in the instructions that this is what must be done. Since on the Amstrad and Commodore the tape systems are controlled by the machine and not the operator, there are no such problems to be encountered. The 'turn on the tape to load more' instruction should be printed in bold letters, rather than being included as incidental info. There are eight or so extra sections to load! Even some of these didn't load! Despite all this awful trouble, there does lie behind the shroud of the impenetrable shield, a very good game indeed. It is far more evocative than Mr Herbert's book ever was.

# THE RATS



Reviewer:  
Ken Kino



Computer:  
48K Spectrum,  
Spectrum +  
Category:  
Adventure  
Publisher:  
Hodder and Stoughton  
Software

The sewer sequence is but a foretaste of the squealing brutes whose sole aim is to drink the blood of any human stupid enough to get in their way. When the seemingly endless series of chunks of code has at last come to an end, you are presented with a map of London upon which is marked GHQ, the R&D centre and Harris' (one of the characters whose role you assume) flat; the river Thames and main roads. Also marked, and increasingly as the game proceeds if you are not dealing effectively with the plague of super-rats and megarats, there are white flashing squares which indicate areas of contamination. You can take reports on the status of these areas by moving the cursor over one of these squares (using q, a, o and p) and pressing 'confirm' (enter); the report, shown only once, comes up in a little text window which is superimposed onto the top right of the map. The reports are fairly grim and gruesome. Whilst you are surveying the scene and wondering how many extra men and how much extra resource you should deploy, you will

get your first rat attack warning; a shrill bell sounds, and you enter the text part of the adventure. A pulse beats in the background which has the same effect as music with a steady rhythm — the pulse of the listener quickens to that pace. You have to act very swiftly to deal with the attack; if you are too slow, you will be bitten and die on the spot...or be told that you die a few weeks later of an appalling disease. The command structure is very interesting. When in command mode, you are given a choice of verbs; when you select one — using up and down, q and a — you are given, usually, a noun to choose, complementary to the verb you have chosen. There might follow a preposition and another noun. For example, if you choose throw brick, your next two options will be 'at rat'. You must also be very careful where you go and with what defensive protection you have with you. The rats are lethal and if there is any chink in your armour, they will undoubtedly find it.

If you can fend off this rat attack, more follow and the infestation is seen to spread across the map of London. Your research and deployment of forces are also seen to bring results. Reports are sent from the R & D centre in the form of a tele-printed message above the map. They are quite

It was only when the bones of the first devoured victims were discovered that the true nature and power of these swarming black creatures with their razor sharp teeth and taste for human blood began to be realised by a panic-stricken city. For millions of years man and rats had been natural enemies. But now for the first time suddenly, shockingly, horribly — the balance of power had shifted...

often very grim in their tone — for example, 'the disease contracted makes skin tighten and turn yellow. It eventually tightens to such an extent that the bones break through! Yeuck. Nauseating and effective.

#### Reviewer's Comment:

This is undoubtedly a winner. The type-script is pleasing, the sound is brilliant and the atmosphere evocatively created. This is a very difficult adventure, and I tell no lie when I say that on turning off the machine my pulse was noticeably faster. The command structure is useful and necessary in this real-time adventure; a second wasted could mean the end of London — as it usually does. Don't go investigating unprotected. Shame about the loading difficulties and complexities.

Graphics: 80% — well drawn and blood-curdling.

Sound: 90% — the alarm is alarming, the pulse pulsating. Evocative and exciting.

Colour: 80% — very well used; not over and unnecessarily complex.

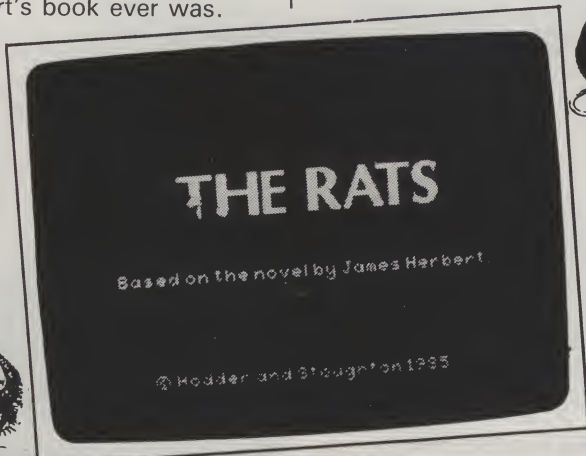
Originality: 84% — thankyou Mr Herbert — probably the first, well transposed horror story.

Interest: 90% — you'd have to be very thick skinned not to be moved by this.

Overall: 85% — don't play it at darkness' fall...

#### Back Issues

Back issues of the Mr Software Club Magazines are usually available. If you would like a copy please send 50p to cover the cost plus postage and state the issue number required.

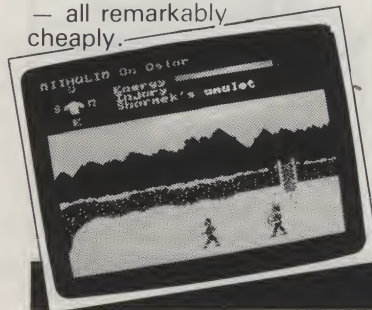




**ACHIEVEMENT:** Mikro-Gen have made a great advance by combining software and hardware to make their product pirate-proof. Furthermore, they have made their programs longer, fuller and more tricky in the process. I'm sure there are those among us who remember the *Bandersnatch* project undertaken by **Imagine**; indeed, it was that that helped to pull them down. The rumours were that, if they had succeeded, their product would have sold for £40 or thereabouts. So just how have Mikro-Gen been able to do the same for just £14.95? The answer is simply vast investment. They have put up to £130,000 into this project, with initial orders of 25,000. It is such a success that Cumana, the third party assembler, are hard pushed to keep up with the demand which Mikro-Gen have from their outlets. This is an excellent push against the software pirates who at one time were shaking the industry to its roots.

**WHAT YOU GET:** i) the black box, ii) the program tape, iii) the novel, iv) the map.

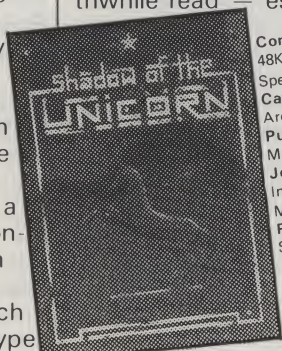
i) The Mikro-Plus box: is a slim, black box. It slots onto the edge connector on the Spectrum. There is a built-in joystick port, which accepts the standard D-type female joystick plugs. Inside the box, there is the joystick circuitry and two chips — a simple LS chip and the all important 16K Eprom, the key to the Mikro-Plus system. It contains tape and microdrive routines, joystick control and most importantly of all the part of the program that contains those bytes which don't fit into the standard 41K of the Spectrum available for machine-code address. A clever way of this of both making a product pirate-proof and at the same time more complex than Sinclair allowed — all remarkably cheaply.



# Shadow of the Unicorn

ii) The tape: is a hyper-loading program, containing the bulk of the game.

iii) The novel: written by the programmer, is a very small-printed book, full of clues and hints — obscurely concealed — which outlines the reasons for the current grip of the forces of evil on *the land in the shadow of the unicorn*. "...The novel tells of a young farmer who finds a mystical book. His wife unwittingly opens it, releasing evil forces into a formerly untroubled land. The consequences are disastrous and set man against man, beast against beast." The scene is beginning to be set. The book is a lengthy, but very worthwhile read — especially



**Computer:**  
48K Spectrum,  
Spectrum +  
**Category:**  
Arcade Adventure  
**Publisher:**  
Mikro-Gen  
**Joystick:**  
Integral in the  
Mikro-Plus Interface  
**Reviewer:**  
Samuel Knowles

if you intend to solve the game and don't have an IQ of 170+. Best bet is to read the book as you acclimatise yourself to the idiosyncracies of the game and its component characters. iv) The map: is not as complete as it could have been; names often appear on screen that are nowhere to be seen on the map. The very magnitude of the game excuses the cartographers, however.

**SETTING UP:** This is, as they always say, simplicity itself. Plug in the box and joystick and power up. You are faced with a title screen with a unicorn, rearing up. Under that lie three options — loading from tape or microdrive and a tape alignment routine. As a first time starter, you will be loading from the tape. That done, more options are presented: start a new game, re-enter an old one, save the current game to

tape or microdrive. When you save to microdrive, make sure that you have no valuable data on the cartridge, since the routine erases all before saving! **IN PLAY:** the game starts where the last page of the novel ends. You must find the book (mentioned before) but to do so you must complete other quests. For you are in control of ten characters, only three to start with — Mithulin the King of Oronful, Avarath, a chief wizard, and Holdin, the captain of Falforn. Once you've found the book and completed all the tasks, tranquility will once more fall upon this once peaceful land which is at present so wracked and war-torn.

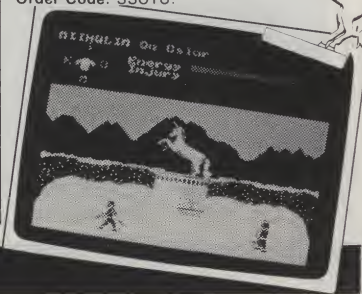
The graphics are clear, colourful and well-designed. The feel of the game is both Tolkeinesque and Valhalese. *Valhalla* certainly has left a strong mark on Mikro-Gen — the names and places are Norse and far-distant; there is a constant backdrop of mountains in two colours at two distances and the foreground is reminiscent of **Legend's** epic too. Many climates are shown. Aside from being a very taxing adventure is also a sight-seeing experience. You get visions of the architecture from many countries — there's mosques, castles, pyramids, windmills and moon craters to be seen. Who needs holidays when you've got Turkey, Germany, Egypt and Holland in one game! Trees are luxuriant and seen at varying distances. The bark and foliage are most realistic. In general, there is shading on the buildings of the scene and the scenery itself. The characters are clearly drawn — if in monochrome — especially when compared to the stick men of *Valhalla*. Furthermore, they move smoothly and without jerks; screens are drawn quickly and painlessly.

**WHAT YOU DO AND HOW YOU DO IT:** The land you wander is vast. I covered half of it (as Avarath) in slightly more than two hours, stopping only to replenish energy (achieved by walking over the little shrubs and pressing 'pick-up) and to change angle. When you are in any spot there are four angles of vision — NSEW, not surprisingly. You can walk in any of those directions — obstacles permitting, that is. You choose your characters with the keys 1 through 0; the characters corresponding to the numbers are listed on a sheet of paper supplied. You can and in some cases must fight. Mithulin, for example, uses a sword; Avarath has spells to throw (especially at the primate-looking creatures, the Nalesh, which often appear); Vilyan has to find a weapon before he starts to fight. Objects can be taken and dropped. Characters can be changed at any time.

### Reviewer's Comment:

A winner, in my option. A breakthrough in technology and scope. This is a very serious and extensive adventure. The idea and the Mikro-Plus system are far removed from Wally et al. But don't think that Mr W Week is dead — he is all set to return in a Mikro-Plus game before Christmas. This isn't the greatest graphical game ever written; it probably is the greatest graphical adventure I have seen — both the most complex, extensive, difficult and addictive. It deserves Sinclair User's rating of Classic (December's issue). Let's just call it a Mr Software 'stroke of genius'.

**Graphics:** 98% — outstanding in all respects.  
**Originality:** (concept) — 60% — viz Bandersnatch.  
(game) — 80% — roots in Tolkein and Valhalla.  
**Sound:** 20% — paltry, but not at home in an arcade adventure. We're avidly awaiting a good, wildly used speech unit.  
**Interest:** 99% — superbly addictive.  
**Value:** 95% — buy it now!  
**Overall:** 90% — an excellent new direction.  
**Order Code:** SSOTU.



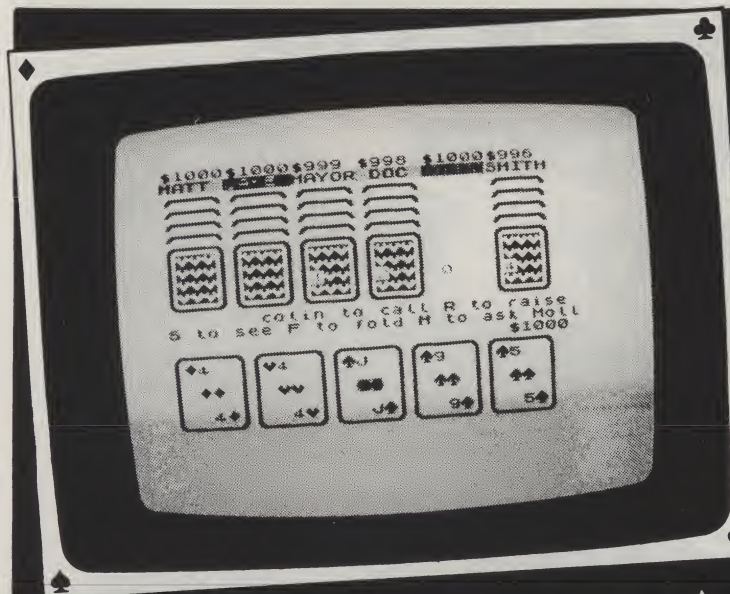




Computer:  
48K Spectrum,  
Spectrum +  
Category:  
Strategy gambling  
Publisher:  
Duckworth  
Reviewer:  
Samuel Knowles



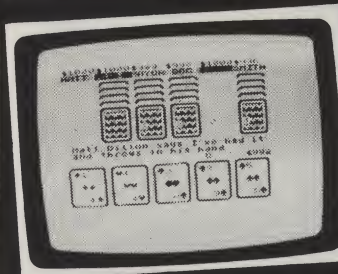
Big Jake cleans his nails with a long knife. The Mayor cuts the end off his tenth cigar that evening. Billy The Kid swills brandy in his well seasoned manner. Matt Dillon counts his chips. Nervous. The next bet might have to be his last. Joshua Smith surveys his rivals, confident in his three aces, two of spades and seven of diamonds. Black twos are wild. Doc Holiday for once detests the over amorous attentions of his silk-clad sex-kitten. Moll, the pessimistic barmaid is the only one who will give you any solace now. You're on your own. Once the game has loaded, you enter your name and then the five card stud really begins. The main playing screen is shown. The cards are dealt and appear on the screen, accompanied by a blip. Along the top of the screen are the names of the six players, aside from yourself. Their 'bank' is shown above their names; this is constantly updated. Each set of cards is shown face down, below their respective names. Your own five cards lie, in full



# POKER

view, face-up, along the bottom of the screen. This leaves a gap about two thirds of the way down for the actual playing of the game.

"Big Jake to deal" proclaims the computer. All seven players deal in turn. You have the opportunity to rearrange your cards. This is achieved by entering the position of the card — 1 is on the far left, 5 on the far right — and then that of the card you want to swap it with. One point to bear in mind is that later on the game, if you want to discard some of the cards,



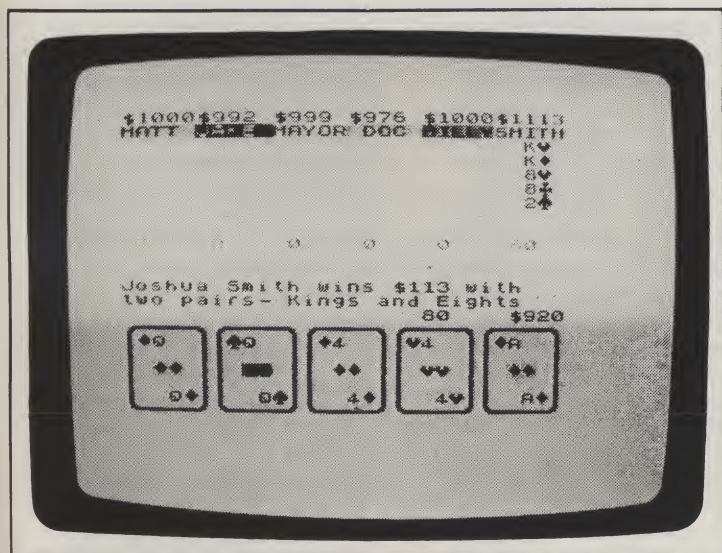
it is the ones to the right that are dis-carded. (Ho! Ho! — Ed.) So remember, when re-arranging your cards, keep the best ones to the left. The computer can always re-arrange them for you if you are unsure what the good cards are — or if you are just plain slovenly.

When you have done your changing — as is the convention in poker — you begin the betting. The first bet is for one \$ (U.S. — where else); the second bet is for \$2, the next is \$4 and so on. You can bet to an upper limit of \$8; that is, the highest bet at one time is \$8. You can go on betting so long as there is someone to compete with, but each bet can only be worth \$8. Once betting seems to have reached a dead end, you can change up to three of your cards — the second change, as in poker. If at any time you decide to throw your hand

in, you can sit back and watch the others sweat it out. Each separate hand is dealt by the 'next in line', as it were.

## Reviewer's Comment

At long, long last — a really good card game simulation; it's novel — in both senses of the word — and has the useful feature of varied speed. If you throw your hand in, you can speed on to the next hand; if you want a tense bet-and-counter-bet situation, you can go really slowly. There is hardly any sound at all, but the real atmosphere is created by the sometimes humorous, sometimes cryptic, sometimes perplexing comments made about the other players as they play their hands and stake their claims to victory... 'Matt Dillon wipes his brow and says he's in... Big Jake takes a slug of whisky — (surely it should be Southern Comfort) — and throws in his hand... Joshua Smith winks at Moll and raises his stake...' Being in a position of knowing precisely what the whole room of players has by way of cards must be an interesting experience.



Graphics: 65% — not many; what there are are plausible but not outstanding.  
Sound: 5% — a beep is hardly awe-inspiring.  
Colour: 70%.  
Originality: 80% — an old game, but not in computer terms; there are many innovative features in this one.  
Interest: 90% — all the interest of real, live poker — if you like that sort of thing...  
Overall: 75% — an excellent game of poker; probably worth adding to your collection.  
Order Code: SPOKER.



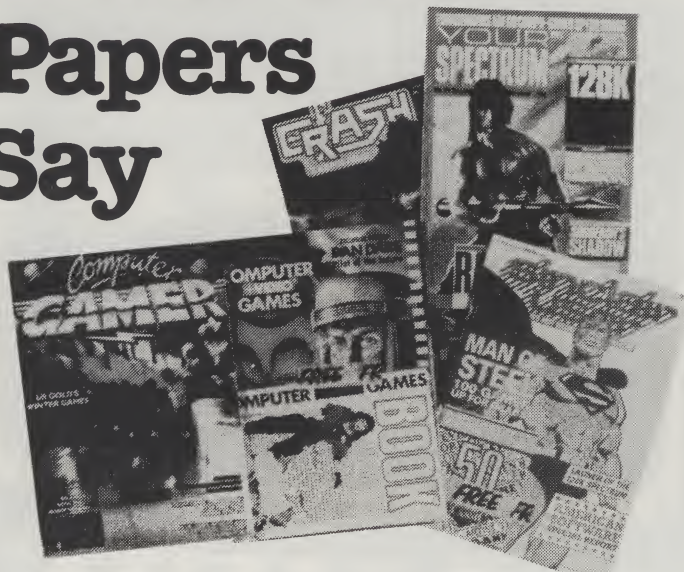
Just when everyone was expecting a wealth of new releases — in the run up to Christmas — it hasn't happened. In fact, you can count the worthwhile titles on your fingers so that there is a little less to write about than might have been expected for the time of year. Mind you, had various manufacturers kept to their release date promises the situation might have been a little different. Notable omissions are **Scooby Doo** which was due to be released early in October, was then deferred to late November and is not now due out until sometime in January! *Beyond's* **Superman** was also set to be released in late October, yet at the time of going to press, we have no news of a firm date. We could name many more.

One thing that's interesting is that for once most of the Magazines are pretty much in agreement as to which are the major releases of the last few weeks. The prize for the best game seems to be fairly evenly divided between *Bubblebus's* **Star Quake**, the *Edge's* **Fairlight** and



*Firebird's* **Elite**. *Sinclair User* say of **Star Quake** "the graphics are of the highest quality, fast, flicker free and attractively detailed — we love it." They give it a five star rating. *Computer & Video Games* rate this as a blitz title with ten out of ten marks on three out of the four categories. They like the fact that it's got "lots of puzzles, great graphics, over 400 screens, some of the best sound ever on the Spectrum and a cute hero. What more could you ask for?" Not a lot judging by a *Crash* reviewer's comment that "this is the best game I have seen on the Spectrum for one hell of a long time. It has everything a brilliant game needs — superlative

# What The Papers Say



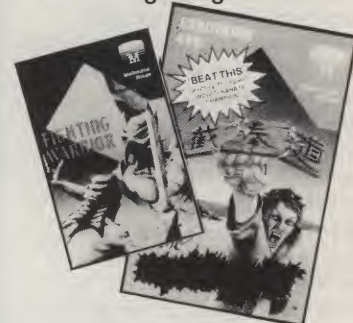
graphics, excellent sound, fabulous and unusual game play, real depth and addictive qualities." They rate it 96% overall — high praise indeed. Their equivalent rating for *Elite* slips to 92% and we suspect it's dragged down by the fact that it's going out at a high retail price and the idea is not exactly new. However, to quote one of their reviewers "Elite is one of the most imaginative games ever to be designed to run on a home computer and Spectrum owners should be pretty chuffed that they have got a superb version. When a ship is destroyed the explosion looks like an expanding ball of gas and vapourised metal. It's highly effective....all in all an excellent version of an excellent game. *Sinclair User* give it their inevitable five star rating and comment that "it will, inevitably, be compared with games such as **Starion** from *Melbourne House*. The graphics on both games are similar, but *Elite* has the edge with its 3D control panel, instruments which are constantly updated and denser star field. You are unlikely to find another space game of *Elite's* calibre this year." That last comment is a pretty safe one to make when there is only a few weeks to the end of the year!

*Computer Gamer* tell us that **Fairlight** is "a true 3D arcade adventure in which you can actually use the

objects you find rather than merely collecting them — Ultimate has finally met its match." *Crash* go a little further than that, one of their reviewers saying "Wow, amazing, brill, triff, fab, awesome and other such noises....I've never seen a game that looks as good as this. What excellent graphics! This knocks Filmation and Filmation 2 into a cocked hat." He does, however, go on to say that control is a little awkward and takes getting used to.

*Your Spectrum* (from January onwards to be re-named *Your Sinclair*) feel that *U.S. Gold* have done the impossible in converting **Impossible Mission** to the Spectrum. They go on to say that "It's been an all time smash on the wrong sort of computer for ages. Now, at long last, the perils of special agent 4125 have come home to the Specy including the same triffic (their spelling) animation, gripping graphics and brain blowing puzzles!" *Crash* were not quite so enthusiastic. Their reviewer said "I didn't think *Impossible Mission* would survive the conversion from C.64 to Spectrum but it seems to be more or less the same. Graphically, this platform game is good — although there are a few glitches. The sound is obviously not as good as the C64 version, but it is quite well used all the same. The various types of droid all look the same,

so you don't know what to expect when you sneak up behind one to search an object. My main niggle is that you have to be exactly lined on a lift platform before you can move it up or down. Generally I'd recommend *Impossible Mission* as it is very playable." The overall rating is 76%. We suspect if *Melbourne House* could have their time again, they would have released **Fighting Warrior**



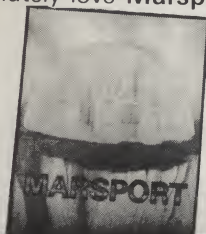
ahead of **Way of the Fist**. The fact that it has been the other way round, and that there are some similarities between the games has led to mixed reviews. *Computer Gamer* say it's "lacking that certain something which turns an ordinary game into an outstanding one." *Sinclair User* feel that it will appeal to a younger user or "possibly less nifty set fingers than *Fist* requires. It is good fun and boasts one of the flashiest title sequences we have seen in a long time." *Your Spectrum* get a little more enthusiastic with comments like "the graphics from *Melbourne House* are getting bigger and brighter all the time. I love it!" while *C & VG* like the fact that "the graphics are big, bold and superbly animated" going on to say that "even dare I say it, better than the Spectrum *Fist*. An action adventure packed with surprises." *Hewson Consultants* obviously thought they were on to a good thing with *Dragon Torque* and *Avalon* so they've done another follow-up in the form of **Astroclone**. As far as *C & VG* are concerned they are on to another winner. "Like all *Steve's* previous games, *Astroclone* is packed with puzzles and problems. It will take some time to crack — even if you are an expert gamer. *Astroclone* is great fun, great value and a



great challenge." *Your Spectrum* are not so enthusiastic with two reviewers rating the game seven out of ten and the third one four out of ten. He comments "Oh no! not another Avalon clone! There's no peace for the wicked." *Sinclair User* on the other hand give the game a five star rating telling us that "the 3D graphics are handled well and the Icon driven control panel reacts in a similar way to the spells of Dragon Torque." The other recent release from *Hewson Consultants*, **Paradroid**, prompts *Computer Gamer* to say "an analysis of the game would merely pass this off as a maze game, but the problems encountered raise it into something worthy of a second glance." We are sure that *Crash* have reviewed **Monty on**



**the Run** but some gremlin (no pun intended) keeps nicking our office copy and there are none left on the book stalls. You'll have to make do with *Computer & Video Games'* review which says that "the game is a great test of timing requiring lots of thought to work your way through the locations without getting stuck — don't let your best friend borrow it — you'll never get it back!" They rate it ten out of ten each for value and playability. *Gargoyle's Marsport* gets top ratings all round. *C & VG* rate it a Blitz game with the simple summary that "Marsport is quite simply a great game — get it." *Crash* go for 95% overall though one reviewer warns that "if you're an arcade adventure freak then you'll absolutely love **Marsport**,



but if you're a fast arcade gamester it may not appeal" and another said "I thought Marsport was far better than previous Gargoyle games because there is really so much more to do." *Your Spectrum's* Ross votes it his rave of the month and sums up "the graphics are beautifully animated, the controls are excellent and it's great fun to play. And if you're into sci-fi, like me, you'll enjoy it even more. An all round winner that's well worth lashing out the mega bucks on." *Automata* seem to have caused some confusion with the release of their ten-pack, Volume 2 as shown by *Sinclair User's* comment "a pretty mixed selection to cater for all tastes. The cassette can be bought only through mail order from *Automata*. This is **wrong**. To put the record straight *Automata* are attempting to encourage mail order sales and have therefore set two price levels for their Volume 2 pack. The retail price in the shops is £10.00, whilst through any mail order company it is £8.00. (It's actually available through Mr Software at a Bonus Price of £5.95 — Ed). Finally on to sports. We could only find a review of **Geoff Capes** in *Computer Gamer* who say that "while the program isn't startling in its graphics, which are at best functional, the game features an enjoyable playing system which captures the excitement and sheer effort of strong man tournaments."

Last but not least, what about **Daley Thompson's**

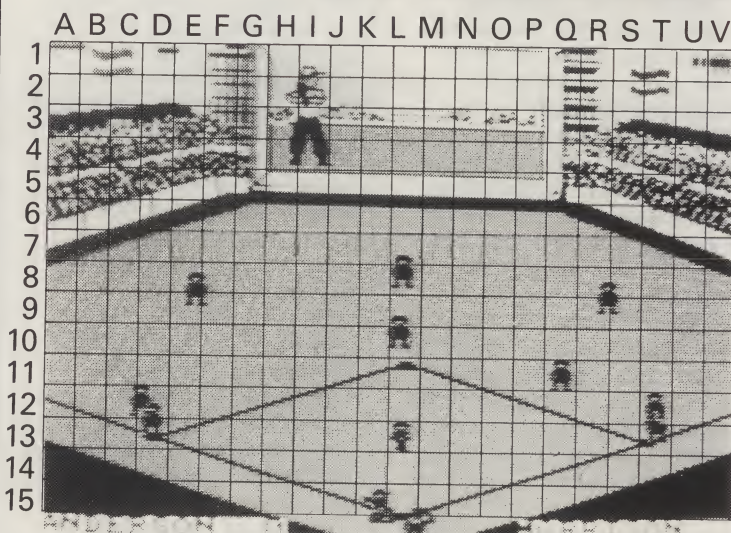


**Supertest**, the game that took so long to arrive but which we noted was at the top of the W. H. Smith charts this week. *Computer Gamer* would like to have been able to practice one event at a time instead of having to go through the whole thing. *Sinclair User* liked the large, clear and colourful graphics. They

went on "great care has been taken to create an environment allowing you to enjoy watching and playing. For instance the ski jump scene is split into three windows, one showing a close-up side view of Daley on the slope, while the other two show side and elevated views of the course." Only a four star rating though. *Crash* weren't too keen. All three reviewers seem to think that there was a little

bit too much keyboard pounding or joystick waggling required and gave it an overall rating of 76%. *Computer and Video Games* were right out on their own with this one giving a Blitz rating and the comment "no, this isn't a throwaway selection of games that didn't get into the original **Decathlon** — it's a neat new game in its own right." Oh well, you can't win 'em all.

# SPOT THE BALL



So as not to tax your brains too heavily over the Christmas holiday we've made this competition as simple as possible. The picture above is from *Imagine's World Series Baseball* and the original is pinned up on the office wall in High Wycombe. Now, in one of the squares we've marked a ball, and all you've got to do is to guess which square we chose. The picture is divided into a grid with numbers down the side and letters across the top. All we want from you is the grid reference of the square you think the ball is in. In other words, if you think the ball is in the fourth row down and three columns from the left, then the reference is 4C.

Answers on a postcard and accompanying your order form as usual please. The closing date for the competition is 31st January 1986 and the sender of the first correct card drawn will receive £50 worth of software (retail value) of his/her choice.



## Reviewer's Choice

The lands of middle earth have truly permeated the software market this month, along with a liberal sprinkling of Norway, Sweden and any other Scandinavian elements which lie in the depths of Valhalla. The month of the obscure but excellent adventures. The most interesting of these products, not only because of its complexities and addictiveness, is the **Shadow of the Unicorn** from Mikro-Gen. Their drive against the software pirates has hit a new high; the Mikro-Plus, uncopiable eprom system. This gives the added bonus of extra program power as well as greater security for the mother company. The game itself is very involved, the graphics are quite impressive and extremely varied, and the theme to a very large extent original. The very size of Mikro-Gen's investment — £130,000 — shows, encouragingly, that there is a lot of life left in the home computer software market. Perhaps the best graphical adventure around was released recently — **Fairlight** from *The Edge*. This features truly stunning 'true' 3-D graphics and is way above *Ultimate's* filtration II technique in terms of clarity and definition of its characters and rooms. Furthermore, there is the best example of music — played in harmony (who knows how?) — ever to be seen on the Spectrum. The latest from *Beyond* is **Sorderon's Shadow**; this also has a somewhat Tolkeinesque, obscure, mystical feel to it. It features text entry and graphical representation for every location you visit — and there are some 33,000 of them. The mystical quality only adds to the playability. **Bored of the Rings** from *Delta 4* is a great spoof. It recaptures the world of Middle Earth superbly; the only thing is, you feel that you are reading Tolkein — or at least playing a Tolkein-based game — having had many too many

glasses of mead and whilst being tickled by a feather-duster at the same time. It's just how to satirise a pretentious world of mystery and make your own product seem serious. But this is only skin deep... The adventure itself is a hard one; the lines of wit are sparkling. Talking of wit and satire takes me simply and logically on to my favourite text adventure of the year — **Terrormolinos** from *Melbourne House*. Now that's what I call satire! Based around taking your family to Spain for a holiday you could never forget, the team of programmers — who also wrote **Hamstead** — have produced a game of incisive wit and drive which pokes a fair degree of quite biting fun at those great ambassadors of England — the wine-swilling bods on the Costa Brava et al. Although the commands are familiar and object is the traditional one under new wraps, the goal is not the run-of-the-mill one; you have to take a series of photos to prove you've been on holiday — 10 photos in all. An original idea for an adventure. Last issue, you may remember, there were a large number of sports simulation games reviewed. We think that the rush on this sort of games has slowed somewhat, but this said there have been two new releases. *Ocean's* much heralded **Daley Thompson's Super Test** came to us just as we were going to press last time. It is not the best multi-sports game. It does, however, feature some original contests. The ski-jump is very exciting and the spring-board diving both original and tricky. The graphics are good throughout and with the introduction of events like penalties and tug-of-war, it is certain to be a winner. The other sports simulation released is **Graham Gooch's Test Cricket** from *Audiogenic*. The graphics on this are realistic

and, for some time at least, exciting. Just the job for these months of snow and ice with only Trevor Bailey's voice crackling over the airwaves from Antiga and St Vincent. There have been fewer arcade games released than you might expect for this time of year. We imagine that the big software companies are holding back their big games for just before Christmas. Anyway, we have a first rate game in **Frankie**. It combines both arcade and adventure elements though not always at the same time — especially when you have got inside the Pleasure Dome and are faced with a series of arcade screens — some titles are familiar: *Raid over Merseyside*, the *ZTT* and the *War Rooms*. One of the simplest and best games to come out has been **BC's Quest of Tires**, taken straight from the cartoon comic-strip. Although your only controls are jump, duck, accelerate and decelerate it is highly addictive and features bold, large characters which are well drawn, have no colour clashes and bring a smile to your face — even if the comic-strip is new to you. The shoot-em-up market refuses to lie down and die; and it does it well too. **Critical Mass**, out of the *Durell* stable, is a first-rate, 3-D game which needs sharp reactions and a deft hand to control the asteroids-type controls. **Starquake** and **Elite** came in late. We have full reviews of both. *Starquake* is probably the best arcade game released recently, which features many innovative features. *Elite* is the *Firebird* conversion of the *Acornsoft* classic; arcade shoot-em-up combined with monetarism. It has survived the transition from 6502 to Z-80 code very well. Both games offer severe and original challenges. Assuredly the games of the month. To finish with, two further adventures and an educational program. **The Rats** is a nerve jangling experience;

you have little time in which to save London and the Plague seems to spread like, well...the Plague! The command entry system is innovative and necessary for the limited amount of time there is between rat attacks. **Marsport** is a traditional *Gargoyle Games* type game — in look only. There are the graphical screens and commands. The theme is new enough to make the game a definite winner. And finally the educational game. Rare to see a good one. This is book publisher *Duckworth's Highway Code*. Reproduced under license, the program tests you in two ways — and there are two programs. You can be tested verbally or by road signs. A must for those of you on the point of your driving tests...like our reviewer is. Good luck Richard! An interesting month; very varied — something for everyone. Have a great Yuletide and see you asap after Christmas — at least as soon as we can!....



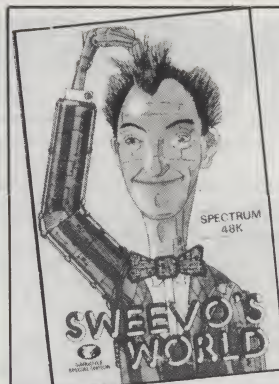
From front page.

### Comment

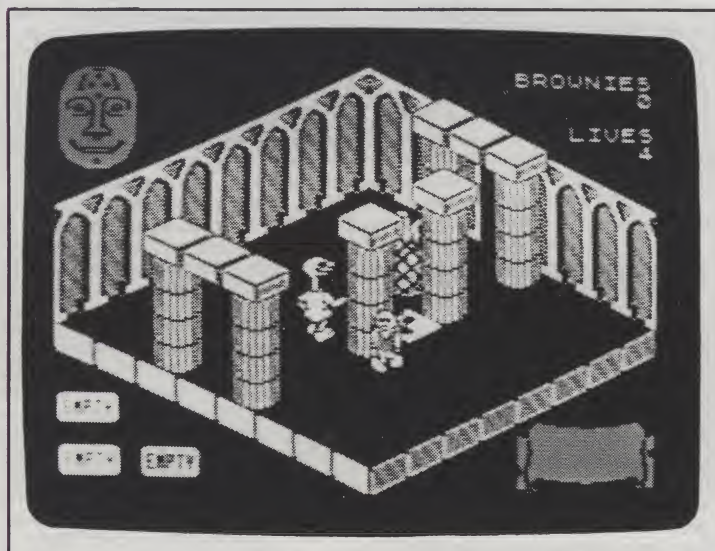
This game has to be a winner. It contains some of the best graphics we have seen and the presentation is superb. It has been well designed and fully thought out. Sound is used at the start and during the game very well with some small tunes and Zapping effects. Colour is excellent with absolutely no colour clashing and quite a bit of variation. The Hopper Pad feature is a great addition and really comes in useful, likewise the security doors, secret passages and teleport system. Don't go without it!

**Ratings:**  
**Graphics:** 98% — smoothly moving well animated sprites.  
**Originality:** 81% — good inclusion of original features.  
**Sound:** 95% — excellent use of sound. Good tunes.  
**Colour:** 90% — used in all screens, no attribute problems.  
**Interest:** 97% — very addictive and quite hard, this is one game we would really like to stick at and finish.  
**Overall:** 95%.



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## SWEEVO'S WORLD



The Much heralded *Sweevo's World*, previewed by so many magazines so often is here at last. And this is an absolute gem. One of *Gargoyle's* greats; indeed, although it has its roots in other games that everyone else has mentioned and we will too, it is undoubtedly one of the releases of the year (even though it came out late last year! – that's cryptic – Ed.) and has very many original features plus a liberal sprinkling of humour.

The story behind the game is bizarre, quirky and witty. The inlay gives a very amusing résumé of why you're doing what you're doing. The supposedly autonomous robot you control – Sweevo – is a bit of a non-starter. He has failed all sorts of tests (he forgot to turn up to his memory test) and has been given his last chance. He must go around an artificial planetoid called Knutz Folly, designed long since by Baron Knutz. All over this planetoid are the genetic experiments – some of them gone wrong – of Baron Knutz. As your last chance, Sweevo must go around the planetoid, clearing up the widders (Waste Injection and Janitor Units). This might seem difficult, but they all have their fatal Achilles' heels. It is up to you – and you're not all that clever – to find out what they are. The inlay has a robotic Stan Laurel scratching his head; this is reproduced on the title screen. Once the code has loaded, you are faced with a series of options. You can choose what sort of control you want to adopt, keyboard or

joystick. The game is polyprotocolic (see above). You can then choose which world you want to explore. We imagine that they all interlink, but don't quote us on that! The names of the four worlds are: Really Free, Lonesome Pine, Fingers and Apple Pie. They differ in their own separate ways but all seem to be much of a muchness after a while. The options page is accompanied by some excellent music – familiar but you can't name the tunes; you know the sort.

SCREEN DISPLAY: Well, it has been said and it must be said again. *Sweevo's World* owes much to the filmation techniques that *Ultimate* developed in *Knightlore* and *Alien 8*. The player is moved in the same way – northeast, southeast, southwest and northwest. There is a very strong feel of these games about Sweevo's himself seems to be some sort of cross between ET and an ostrich. His neck jiggers around in all sorts of odd ways! The rooms, monochromatic as they are – and indeed must be to avoid horrendous colour clashes – are immensely

INSIDE  
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## ★ 24 REVIEWS

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- What the Papers Say
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Mr. Software

detailed. The walls bear strong resemblance to gothic church windows. The doorways are marked by squat, doric columns with capitals of only square blocks. These columns are made up of four drums. All around lie cotton reels, ducks that waggle in regimented paths, and skulls. Oh, and there's a plethora of fruit too; apples – some of them half eaten – cherries, pineapples and so on. There are occasionally blocks on the floor, occasionally hovering blocks which are transparent. One excellent feature is the movement controlled weights. Sitting on beams of light – or that's what it looks like – are several ton (ne? – ed) weights. When Sweevo breaks the beams, the weights fall, but slowly enough to facilitate escape; but only just. Sometimes – especially in the world of fingers – fingers will spring up, like the warriors that sprang up when Jason sowed the dragons teeth, and a few seconds later fall down and vanish into the floor

Continued on back page.



## EDITORIAL

This being our first issue of the new year I thought I'd have a quick look back at last year — even though this last Hogmanay may seem very far off or at least very hazy and blurred.

'85 was a year when the phrase "you've read the book, you've seen the film, so now get your teeth into the game" really came into its own — although the words film and/or book can easily be interchanged with TV series. Superman, Frankie, Thunderbirds, The Neverending Story, Gremlins, Rocky (swiftly re-named Rocco! under pressure), Monopoly etc, The Flintstones, Rambo (oh my god), Street Hawk, Friday 13th and perhaps most recently the Goonies. The list could have been much longer. Now why do I want to look at these sorts of offering? Well, there's one thing that must be said: the use of a big name to try to hype a game is surely unjustifiable. All well and good if the product matches the hype; unfair if the programming is sub-standard but the particular game with the big name out-sells an excellent product from a smaller software house without the financial power to buy up the rights of some film, TV series or whatever. Most of those I've mentioned are excellent products; however...**Superman** is somewhat antediluvian, **Thunderbirds** is lovely and chunky, **Rocco** is a thump-thump-slug, and **Friday 13th** is so bad that the programmers must have sicker minds than those who thought up the films in the first place. Still I suppose justice is an alien concept in an economy where the big-guns absorb or bankrupt those with catapults and pop-guns. I have no objection to a good implementation of a well-known and popular theme. It's the use and abuse of such, purely for the sake of a fatter bank balance that must be looked at with some fair degree of cynicism.

At the turn of the year let's look forward, in optimistic style, to the forthcoming year. As I munch on the last slice of Chrimbo cake, which by now is very dusty and hard, I think of the two *upgrade* machines on the point of widespread release. There's the **CBM-128**. Now bad news surrounds this one. Apparently there isn't going to be total compatibility with the 64. Although all the 128 seems to be is a 64 with a lovely keyboard and an extra ROM and bank of memory, there's apparently some trouble with the registers: *Commodore* are said to have included two more on the 128 which some 64 programs might have overwritten, thus leading to possible system failure. Let's hope that not too many 64 games haven't done this. I'm sure that it wouldn't be too difficult to rectify in any case. Then there's the **Spectrum 128K**, launched late last year in Spain. That is said to be fully compatible. Sinclair will be in an interesting position soon. With the much heralded portable, the *Pandora* or whatever it'll be called and a rumoured 3' disc system QL, they could be faced with an

embarrassing plethora of £100-£250 machines in a market where careful planning has so often proven vital. Remember the *Orics*, the *Lynxes* — even the *Jupiter Ace*. They still exist. But they were never the greats that the **Spectrum** (in its new guise now, the *plus* — more than 2 million spectra sold) and the **64** has proved to be. Last year was harrowing for Sir Clive; he doesn't deserve another like year for what he's done for the industry. It's a crisp, wintery afternoon. The drawers bulge with ancient and modern, software and hardware. Could '86 be the year of the resurgence or will things tail off until mass availability of 5th and 6th gen micros. An interesting prospect. We'll keep you well posted. Finally, my mate in the hardware industry tells me there's an event to see at some Bayswater hotel. Make sure it's late, not overtly sexist and highly classical.

Dear Input,  
I think your magazine is great — please keep up the excellent work! I am writing to tell you how to finish the *Mastertronic* game **Finders Keepers** and escape from the castle, as I have done. You have to make gunpowder to move the Puss without Boots (groan, groan) by trading with the traders who have sulphur and charcoal. Then get the magic flame and go to the puss. Drop the sulphur and charcoal on the saltpeter which lies next to the puss. You will now have made gunpowder. Then drop the magic flame on the gunpowder: This blows the cat up. You can also combine objects to make them worth more. Try combining the philosopher's stone with the bar of lead to make gold, the pile of mud with the spark of life to make a *Mud Monster*, the broken sword with the blacksmith (!) to mend the sword, and the empty bottle with the cutty sark to make a ship in a bottle. Experimentation is the way; you can't do much harm just by trying.

From Steven Flynn, Andover, Hants.

On the subject of the same game, Paul Phillips gives a totally different solution!! We don't suppose the Barnstaple electricity makes computers function any differently, Paul, but were sure there's more than one solution. First of all, collect the knife and fork from the astrologer's study and the leg of chicken from the garden gate maze to make a chicken bone. You can now entice out the large and hairy dog from the trader Gordon's room. Take it to the cat. Drop the dog in front of the cat — this, in blind panic, promptly disappears. You can thus escape from the castle." Steven Phillips from Swansea gave the same solution as Paul (any relation we wonder?!). Thanks to all of those who wrote to us having fled the castle and found what they kept.

Here's how to get more pleasure from the pleasuregame, **FGTH**.  
**The murder mystery:** This is very easy since it is always Mr Straight. Before you can name him as your suspect, however, you must find all 23 clues which appear as you go round the houses.  
**The ZTT Room:** there are 2 methods to get past the bullets. You can wear a flak jacket and shoot away the wall. The easier way is to move to the far left of the room and start shooting. This will lead to the wall being shot away.  
**The Sea of Holes:** this room is most frustrating, so just persevere and you will finally complete it.  
**Raid over Merseyside:** to complete this game just aim your gun near the top or middle of the screen and keep the streams of bullets coming out. It shouldn't be too much trouble for you, though.  
**Shooting Gallery:** When you have shot at your target it is possible to save time by pressing the fire button again, even though the booklet says you have to go to the bottom of the screen.  
**General tips:** touch everything and open all the cupboards, fridges etc. It is best to have at least one pleasure pill and one wedding ring.  
**Good tips, Glenn Service of Rugby — thanks.**

On the same theme, **Dave Monk** has also sent some helpful information: "Videos are to be put in television sets. Floppy discs are to be loaded into the large drive in the terminal room. Flak jackets are to be worn in the ZTT room. Milk is to be poured into the cat's bowl in any of the kitchens. The herring...well, red! (That's snatched from *Pimania*, isn't it? Perhaps you can't snitch a concept which is part of the national culture. — ed.). The security pass is to be replaced in Terminal (4) in the Terminal Room. Socks...well, they just stink! The key is used to unlock the door in Mundanesville which leads to the corridors of power."

**Dave goes on:** "In one of the streets, the second house from the left has marginally darker windows. This is due to the fact that all the lights in the living room have been turned off. To turn the lights back on, use the switch (surprise, surprise!! — ed.) which is on the wall by the door. When it is switched on or off, it increases your faith (or the 'G' rating of the word BANG) Still on the subject of **FGTH**, **Victor Tucker** from Dyfed wonders if he's the first to complete the *Ocean epic*. About end game he says "I completed it on 4/12/85. When you reach 99% and 99000 and the word BANG is topped up to its fullest, you then must look for the door which is different from the rest. When you go through it the word 'Welcome' appears in large letters and in a window it says 'Your game has ended and your fantasy begins. Thank you for listening.' (Iust in the *Dionysian world* and all that, I s'pose — ed.). Well, concerning your enquiry, Victor, we have some sort of answer. We checked the latest issue of *ZZap*; the top scores there show three with 87000 only. So is this a Mr Software first. Who knows? But anyhow, congratulations Victor. You're the first to start the fantasy to the best of our knowledge.

With *Enigma Force* just released, we feel it's timely to print the solution to *Shadowfire* whose sequel **Enigma Force** is. **Colin Brickwood** sent us this some time ago, but his letter warrants inclusion. It seems very comprehensive. Beam the complete team down to the fighter bay. When you've killed the guards, leave the transporter in the fighter bay entrance south of the locked door. Go down to the science corridor and then up to the captain's cabin. Kill Churl, take the master key-card and the time delay unit in the signalling computer and give it to Manto. Move the team past the bow corridor and the barracks to the assembly area. When they're strong enough, move the team west to be attacked by two squad leaders, whom you must kill. Enter Marshal Carn's quarters. Open the door to the se; when the 4 guards in the corridor have been killed, enter the Zoff office to the west. Use defend when attacked by the marshal. Unlock the door to the nw and kill all guards beyond (no pun, honest! — ed.). Next unlock the door to the south of Robot Centre Security. Move Manto down the corridor and up to where the transporter lies. Open the door se of Marshal Xator's Post and move Zark inside. When Zoff starts to move (use Zark's view screen) change to Manto's transporter screen. When Zoff appears on the menu (!), beam him up. Use the time delay unit to move Manto back to the rest of the team. Move Zark to Kryxix' location; then move out of the room and towards Manto. Beam Kryxix up before the clock reaches zero. You now have as much time as you like to kill the remaining guards who will be in the fighter bay or near the shuttle bay top. Don't use the self-destruct unit. There are 41 Zoff V crew plus Zoff and Churl. Colin says his best time with no casualties is 1 hour 41 mins.

*Workingtonian*, L Hardwick, has clearly been bunking off and has spent avid hours at the keyboard to come with these tips for *Microsphere's Skool Daze*. "Here are some battle dates that Mr Creak the history master asks: Hastings 1066, Waterloo 1815, Trafalgar 1805, Balaclava 1854, Yorktown 1781, San Jucinto 1265, Sedgemore 1685, Lexington 1775, Lepanto 1571, Evesham 1265, Shrewsbury 1403, Floddor 1513, Poitiers 1356, Borodino 1812. "In some lessons, you get knocked off your seat and get lines. To avoid this in Geography, follow Mr Withit to the end of the room and he will turn round and start teaching the class without noticing you. In the reading room, sit at the back since no-one tries to sit there, and when Mr Creak starts teaching you can stand up and fire your catapult at him as he is unable to see you!"

## Back Issues

Back issues of the Mr Software Club Magazines are usually available. If you would like a copy please send 50p to cover the cost plus postage and state the issue number required.



Dear Sir,  
I would like to distance myself, as a **Crash** reader, from the views expressed by D. Thomas in **Crash**, October '85 issue. Without **Mr Software** (or **Logic 3** before you) I wouldn't have bought so many computer games: prices are excellent and service has always been prompt, for which I thank you. Apart from a faulty copy of **Fairlight**, I have experienced no trouble whatsoever. I would perhaps suggest that you try to alter your magazine's format since although very good, it is becoming similar to **Crash**: % ratings, POKes, playing tips. Incidentally out of interest, how long is a game played before a review is written? I have no complaints with the reviews, but you gave **Shadow of the Unicorn** 90% whereas **Crash** rate it 7/10.  
*Ian Johnston, Leatherhead,*

Thank you for the praise; we hope — and know in part from many of your letters — that you are all receiving a first rate service. (By the way, over the frenetically hectic Christmas period we made but one boob, and that's out of several thousand orders!) Alter our format; you say it's very good, so why alter it further. Admittedly, we are constantly on the look out to make it even more professional, but since so many of you like the new style, why? We are here to serve the customer. Too much like **Crash** you say, with POKes and playing tips. Just because we are another magazine doesn't mean we get different types of reader; all computer magazines are sent tips and POKes. If they can help struggling games players — and we know they do — we shall continue to print them. As you will notice, we are including more letters of problems, experiences and so on and hope that this too will be of interest and help. A problem for one cannot be unique; there are bound to be others who have been suffering for example with the **Ram Turbo** and **Elite**, so now you know how to get round it. And we have already discussed the percentage rating system in Issue 4, Vol 1. It gives a more realistic feel, greater scope for differentiation between games. It's like exam grades (A, B, C... or 1, 2, 3...) and exam percentage scores. Although one candidate might do very well within the B range, he may not be quite good enough for an A whereas another might do poorly in the B band but not badly enough for a C. So you see, one may have been given 59% and the other 48%; totally different marks, and yet the same grade for prospective employers. So you, as the prospective employers, can see the difference between a 61 and a 69% score. OK? Hope the analogy wasn't too contorted. We don't feel we were too much like **Crash** at all. Solid copy — no ads! And as for your comment about different ratings, well, this just proves we're not totally the same! Different reviewers have different likes and dislikes; our reviewer of **SOTU** was giving such a high rating because not only was the program manifoldly complex; there was also a technological breakthrough against the pirates which the sometimes fickle software market refused to take notice of.

*The Mr Software genius of the Wally Week games, Mathew Lawless has set in a solution for Herbert's Dummy Run from Surrey.*

Take the honey-pot and box key to the room you start in, jump on the box and collect the teddy-bear on the top right-hand shelf. Take the rope and the teddy to the dalek room; the teddy will allow you to go through the door on the right. Shoot the things until the teddy with the key disappears at the right hand door; go through this door and jump up at the rope which will now extend through the floor. Next go to the swimming pool screen and take the duck. Load the pop-gun with the cork and go to the castle where the guards will no longer hurt you. Take the flag, keeping the rubber duck, to the beach where you will be able to collect the pebbles. Load the catapult with these pebbles. Then take the broken torch and the light bulb; with new bulb, the torch should be working. Take this and the loaded catapult to the darkroom which should now, because of the torch, be light. Shoot all the ducks on the conveyer-belt. When they have all been pulverised, take the roll of caps which should have fallen down. With the A-brick and the chocolate 10p piece, go to the shop. Exchange the A-brick for the tennis racquet. Jump on the A-brick, go to the counter and walk past until the 10p piece becomes a real one. Put this into the 10p slot; jump up at the sign and you're in a new room in which you must bomb the buildings. This done you receive a canonball which, with the caps, you must take to the canon which in turn will now fire. Go to the room where you extended the rope; collect the hopper. With the tennis racquet, go through the door next to the 10p sign; in this room you must play super-breakout. When all boxes have been hit, a glove will fall down which you must collect. With this and the bouncing hopper, go to the room guarded by the hand. Go through the door and jump up at the on-off switch which will activate the escalator. You have now finished and will be re-united with your parents. Thanks must also go to Stuart Morrison of Glasgow for his almost identical solution.

*A first for Mr Software — a letter written in mid-air! Well, rather a plea for help from Robert Foster, written on BA paper! He's stuck on Spiderman — but then who isn't? Although he's finished 77% of the super hero quest from Adventure International, he can't get Spidey to take the gem from the aquarium. Any offers? On this or any other game — especially adventures. We always love to hear from you; any tips you have, put them down on paper and send them post haste. And the result, well, if there's room enough in the magazine and we think your tip is of good, informative value, well, the glory of your name in print! Your own name going long into posterity. What an awesome thought. (Enough cynicism — you've been over guilty of that recently — ed.) (Sorry! — sub-ed.)*

Dear Sirs,  
I recently received **Elite** from you and felt that I had to drop you a line. I think that perhaps your reviewer received a different copy of the program from the one I did. I say this for two reasons. Firstly, I have had no problem with the lensloc and secondly, he mentioned that docking is extremely easy because you simply use the docking computer. But you don't start with a docking computer; it costs 1500 credits. This is definitely the best game I've seen yet. (So we were right to make it game of the month, eh? — Ed.) We asked Ken Kino about these two differences and he gave his version of the story (although with the current rumblings at Westminster, it's difficult to know who to believe!) "Well, let me tackle the lensloc first," said Ken, analysing the editor with close scrutiny; was his job on the line; should he resign? (Enough frivolity — Ed!) "Firebird have released a new instruction sheet since the reviewers' copies were sent out. This has sorted out all the problems that I had; I've seen a copy of it. In comparison, the original is like one of those fabled Japanese printer manuals. And as for the second point that CJ McCarthy of Merseyside makes," Kent went on, now in a flow of Donald Sindenism, "I didn't want to give too much away in the review, but perhaps I should have mentioned that you have to buy the computer. If I live my life again, I'll include it in the review." At this point the editor was put to sleep by Ken's bizarre philosophy, but Ken had cleared up the problem.

*Still on the subject of Elite, Shaun Saunders of Faversham wrote us this letter.* "In your last game of the month, **Elite**, I received the program along with a **Ram Turbo** interface and the **Currah** speech unit at Christmas, both of which work perfectly well. I have found that although the documentation with **Elite** says that the game is perfectly compatible with all joystick protocols the game doesn't work with the Turbo. Nor will it work with the speech unit plugged in for amplified sound. I don't know why — for it loads fine and goes through the lensloc procedure but the normally rotating cobra sits frozen and whatever I do, nothing happens. I'm not all that bothered because I notice that the mic plug socket is covered over by the Turbo interface case. It seems strange to market the product with this design 'fault'." The Mr Software investigation team got its thinking cap on. We dialled **Firebird** and they told us that their documentation doesn't say the program is compatible with all interfaces, just protocols. Odd, we thought, since all the Turbo does is mimick other protocols. So it was on to **Ram**; now they were all too aware of the problem. What happens is that the program is confused by the fact that there are two joystick protocols available, and crashes! They have circumvented the problem by producing a motherboard, which slots between the Spectrum (I +) and the Turbo. What this does is cut out the **Kempston** option and

leaves only the **Sinclair** protocol functioning. No more crashes. The board costs a mere £3.50 — how can they do it; well, the circuitry isn't all that complex! The egg has now been wiped from the face. Well done, chaps! This alleviates the same problem with some other programs, but in general they are very old releases! As regards the **Currah** speech unit, it isn't all that difficult to understand why this is giving you problems. The unit uses the top 256 bytes of memory; when these are filled with machine-code — as they almost always are — the unit can't cope, sends as it were panic messages to the cpu and the whole system goes on strike. It's unlikely that it will work with any program that doesn't specifically say that it does. I remember that **Lunar Jetman** was rumoured to be compatible; all **Currah** users tried, none succeeded — **Ultimate** hadn't left room nor had they used the facilities of the unit. There you go. The peripheral really only works with your own software; use it to its fullest. It never took off, really, with the software houses. Shame really, since it's a good little device....even if it does shorten all its 'a's'!

Dear Sir,  
Thankyou for the prompt despatch of my first order. It arrived safely and all the games run perfectly. Please forward me a copy of the **BESA** Education Software catalogue as I am a secondary school teacher and naturally very interested in this area. (On its way.) You'll be glad to hear that your service is easily comparable with 'Speed-soft' of London which has done a tremendous job to date supplying the Australian mail order business, but now faces an obvious challenge from your excellent service. Your magazine is tremendously informative and worth the membership fee alone. Many more thanks for your help, *Ian D. Morrison, Victoria State, Aus.*

*Simon Mantell from Middlesex supplies the solution to the Holy Grail which has troubled so many for so long.* "To start with, take the lamp and the key from the forge and go towards the castle. Then make your way past the motorway to collect the baseball glove and the spade so as to dig for the holy hand grenade, found in the very muddy verge. Now enter the caves to collect the wedge. Return to the castle, go in and fetch the shrubbery (we are the knights of Ni) and the phrase book (my hovercraft is full of eels?). Go back to the caves and when you meet the knight who says 'CIN', give him the shrubbery. Past the knight, collect the armaments and the jester's hat. Go back, past the castle and Eugene with his Vic 20. Go to the shady hollow to pick up the paper. This tells you how to use the grenade. This, obviously, tells you what you need to kill the rabbit. Enter the caves to find the **Holy Grail**. To finish the game, return to the castle and place the grail on the throne." Your quest is now complete, Lord Blackadder. Thankyou Baldrick.



## wordsearch....

Our last wordsearch proved to be the most popular competition yet, so we're repeating the idea with this one from Simon Strachan of Drighlington. In this search you're looking for a limited number of games only which are those written by either Tony Crowther or Jeff Minter.

A	W	B	S	K	O	L	M	U	T	E	C	A	P	S	R	U	O	L	O	C	K
A	O	I	S	I	H	I	A	T	C	O	R	E	N	N	U	R	D	I	R	G	A
M	D	M	L	S	P	M	L	E	S	X	X	T	H	N	R	D	E	U	R	K	
A	O	T	C	L	U	B	L	A	C	K	T	H	U	N	D	E	R	C	P	I	M
L	P	E	O	E	I	H	L	B	O	T	X	I	R	T	A	M	O	A	O	D	C
L	M	C	C	R	C	A	A	S	I	L	Y	L	O	C	K	M	S	I	C	D	Y
A	O	A	O	W	I	U	M	T	R	H	L	G	Z	Y	L	O	I	L	N	S	C
M	R	N	D	A	D	T	S	W	E	C	A	R	X	L	F	N	E	E	K	O	R
A	Y	C	K	T	E	R	F	A	O	I	T	I	A	U	E	T	L	D	T	L	E
M	E	O	D	T	E	D	H	C	T	B	A	T	A	L	X	Y	T	E	Y	A	T
F	L	U	E	A	X	F	E	N	S	E	B	E	D	Z	I	M	H	P	T	A	G
P	O	T	T	Y	P	I	G	E	O	N	B	L	L	A	R	O	G	C	P	I	G
D	M	L	Y	S	R	K	I	A	O	P	D	X	E	I	T	L	I	Y	I	P	L
T	T	I	T	C	E	S	B	E	I	N	T	S	H	R	A	E	L	S	C	I	L
E	N	T	O	T	S	H	S	H	N	S	H	E	E	P	I	N	S	P	A	C	E
L	A	U	U	R	S	O	N	O	F	B	L	A	C	G	E	R	C	R	N	N	H
C	R	N	L	O	L	R	E	V	V	O	B	R	E	V	V	O	H	L	P	A	C

Dear Sirs,  
I have had a Spectrum for some time now. One of the first games I bought was *Imagine's ZZoom*. I followed the instructions to the letter but the game failed to load. Then a friend tried to load it on his system; first time! This was very confusing since the only difference between the systems was the tv set. So, I had a thought; try to load with the aerial lead out of the tv. And what do you think? Yes, it loaded first time! And using this method it has continued to load first time, with the Spectrum disconnected from the set. I now have over 30 games, but some of them will only load with the same arrangement as with *ZZoom*. These are they: **Combat Lynx, JSW, Death Star Interceptor, DT Decathlon, Hypersports, Full Throttle, Sorcery, Ant Attack**. I hope this information will be of help to those in a similar situation. *Stephen James, Croydon.*

Well, Stephen, perhaps we should be a bit more scientific about this. What the problem probably is this. You have the elements of your computer system too close together. The tv emits strong electro-magnetic waves which can confuse the tape heads as to exactly what is on the magnetic tape — clearly there is interplay between the waves and the tape. Our editor used to have a microdrive problem (no, honestly, and it wasn't that painful!). He didn't understand why, sometimes, files ceased to exist either in part or in toto. He then looked at his set up — a stacking hi-fi system but two feet from the drives, the tv not two feet from either. When he made everything more remote and stopped listening to the Straits or whatever whilst programming and had the tv well away, things improved radically. Not so many close electromagnetic waves bounding around. This said, your programs may only load with this configuration — try getting a longer aerial lead and sitting well away. Hope to have been of some service, Stephen.

The prize this time around will be a **zx Expansion System** consisting of an interface 1/Microdrive. Entries, which must accompany an order or subscription application/renewal must be on a postcard quoting the titles you've found and giving your name and address (so we know who to send the prize to!).

The decision of the judges is final and no correspondence can be entered into. Employees of Mr. Software are associated companies are prohibited from entry.

## wordsearch....

## COME ON!

COME ON! All you apathetic members, where are your letters. We want to hear from anyone at all on any subject; if you've sorted out POKes for the latest releases, learnt how to overpower witches, goblins and dragons or know just which way to waggle that joystick to zap the aliens from the skies, we want to hear from you — and NOW! Not only tips. We are also avidly keen to hear of your troubles and difficulties — be they with loading or gameplay, hardware or software orientated. If you've just succeeded in interfacing a Microdrive with an Amstrad CPC machine, we want to know how and we want to know NOW! The powers that be have said we can start handing out software vouchers for each letter and tip printed once more — £7 per offering and £15 (yes, an astounding £15 worth of software vouchers) for what we decide to be the letter of the crop for that particular issue. So get typing, get beavering — you could be richer by £7 — or even £15 — in terms of software vouchers. Oh! Include your membership no. Come on!

As mentioned in Issue 4, we have two charts this month. The first shows the 50 best sellers since we started keeping records in March 1985. The second chart shows the 20 best selling titles since the last magazine was published. When analysing the charts, bear in mind that the position of some titles may be influenced by the fact that they have been offered at the "Bonus" price.

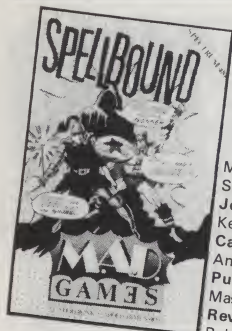
## TOP 50

1	Frank Bruno's Boxing	Elite
2	Spy Versus Spy	Beyond
2	Way of the Exploding Fist	Melbourne House
4	Spy Hunter	Sega (U.S. Gold)
5	Daley Thompson's Supertest	Ocean
6	Dambusters	U.S. Gold
7	Elite	Firebird
8	Finders Keepers	Mastertronic
9	Hypersports	Imagine
10	Highway Encounter	Vortex
11	Nodes of Yesod	Odin
12	Fairlight	The Edge
13	Dynamite Dan	Mirrorsoft
14	Southern Belle	Hewson
15	Jet Set Willy II	Software Proj.
16	Frankie Goes To Hollywood	Ocean
17	Spellbound	Mad Games
18	Cauldron	Palace
19	Softaid	Quicksilver
20	Red Arrows	Database
21	Dun Darach	Gargoyle
22	Back to Skool	Microsphere
23	Empire Fights Back	Mastertronic
24	Star Quake	Bubblebus
25	Nick Faldo's Open	Argus Press
26	Pole Position	Datasoft
27	Rally Driver	Hill McGibbon
28	Shadow of the Unicorn	Mikro-Gen
29	Wriggler	Romantic Robot
30	Formula 1 Simulator	Mastertronic
31	Starion	Melbourne House
32	Monopoly	Leisure Genius
33	Mini-Office (Spectrum)	Database
34	Night Shades	Ultimate
35	Macadam Bumper	PSS
36	Roland's Rat Race	Ocean
37	Tapper	Sega/U.S. Gold
38	Arnhem	CSS
39	Non Terraqueous	Mastertronic
40	Match Fishing	Alligata
41	Grand National	Elite
42	3D Starstrike	Real Time
43	Glass	Quicksilver
44	Out of the Shadows	Mizar
45	BMX Racer	Mastertronic
46	Beach Head II	U.S. Gold
47	Monty on the Run	Gremlin Graphics
48	Alien 8	Ultimate
49	Ghostbusters	Activision
50	Jet Set Willy	Software Proj.

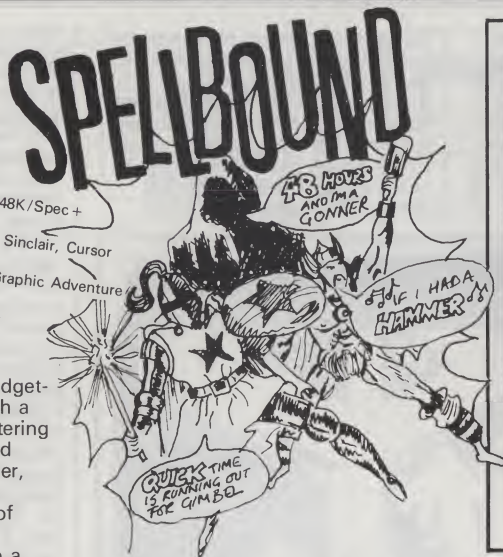
## TOP 20

1	Elite	Firebird
2	Frank Bruno's Boxing	Elite
3	Spy Versus Spy	Beyond
4	Way of the Exploding Fist	Melbourne House
5	Finders Keepers	Mastertronic
6	Spy Hunter	Sega (U.S. Gold)
7	Spellbound	Mad Games
8	Dambusters	U.S. Gold
9	Back to Skool	Microsphere
10	Fairlight	The Edge
11	Hypersports	Imagine
12	Daley Thompson's Supertest	Ocean
13	Star Quake	Bubblebus
14	Nodes of Yesod	Odin
15	Beach Head II	U.S. Gold
16	Highway Encounter	Vortex
17	Shadow of the Unicorn	Mikro-Gen
18	Monty on the Run	Gremlin Graphics
19	Rally Driver	Hill McGibbon
20	Popeye	DK Tronics





Machine:  
Spectrum 48K/Spec +  
Joystick:  
Kempston, Sinclair, Cursor  
Category:  
Animated Graphic Adventure  
Publisher:  
Mastertronic  
Review:  
Robert Price



Spellbound is an excellent, budget-priced graphical adventure with a unique window system for entering your commands. It is published under the MAD GAMES banner, which stands for Mastertronic Added Dimension. The basis of your quest centres around a Wizard called Gimbal. You are a Magic Knight under the tuition of this rather strange wizard and one day he was trying out some spells to make his rice pudding taste nicer when he uttered the wrong words and was transported to the mythical castle of Karn.

Unfortunately Gimbal was not the only one to be transported — seven other people in total are now trapped in the Castle. All the rooms that you visit have a title. These are usually pretty obvious things like **The Roof Garden** and **The Start Room** but they do help you to find your way around. The background graphics are very good and quite detailed. Moving around the rooms is fairly easy to begin with, just using left and right keys or a joystick. *Magic Knight* can also jump in order to

bypass certain obstacles. The feature that really makes this adventure fun to play though, is the system of windows which you use to enter your commands. The first menu of commands may lead onto other menus of further commands and so on. At least you don't have to guess the correct words! Having a particular object may allow extra options to be accessed from the menu as well and this forms a major part in solving the quest (i.e. having the correct object to cast a certain spell). Apart from rescuing Gimbal however there are seven others that require your attention. Florin the Dwarf, Oric the Cleric and Thor to name just three. These characters can provide help and clues if you give them the items

they can use or command them using the Wand of Command. Unluckily for you these characters don't just sit around and do nothing, they sit around and gradually die. Half the time you'll be running around checking on their status (using the examine character option on the menu). You start on the third floor of the castle and access to the other levels is gained by using the lift. I was hampered at first by a room in which someone kept turning out the lights resulting in my death from a fall. Once the source of light was found however I was off exploring all the different floors that I was able to get to. Watch your energy level though — most of my attempts have failed due to exhaustion!

#### CONCLUSION

Spellbound is very challenging with very clear graphics and good use of colour. The menu system is easy to use and makes the game immensely playable. It is a game worth getting especially at such a low price. It could easily be sold for much more. (If you renew your subscription using the coupon in this issue you can get it for nothing — Ed.)

Graphics: 85% — Very clear, colourful and acceptable animation.

Colour: 80% — Used excellently in all screens.

Originality: 80% — Menu system for adventure commands.

Sound: N/A. Only uses beeps, nothing special.

Interest: 92% — Challenging and addictive. Playable because of use of menus.

Overall: 85%.

**The NeverEnding Story** is based on the film of the same name, and if you've seen the movie you will come across characters you've already met in the cinema! You'll meet up with the travellers, Rockbiter, Teenyweeny and Nighthob, the gnomes Engywook and Urgll and Moria, the giant tortoise. The faithful Atreyu and the white dragon, Falkor, are ready to come to your assistance. And of course all the evil villains are present too. You don't have to have seen the film to enjoy **The NeverEnding Story**, but it is rather fun if you have.

The game is set in Fantasia, the land of the imagination. As the story begins the 'All Consuming Nothing' is threatening to condemn Fantasia to oblivion. The only hope is for someone from the 'real world' to believe in them and come to the rescue.

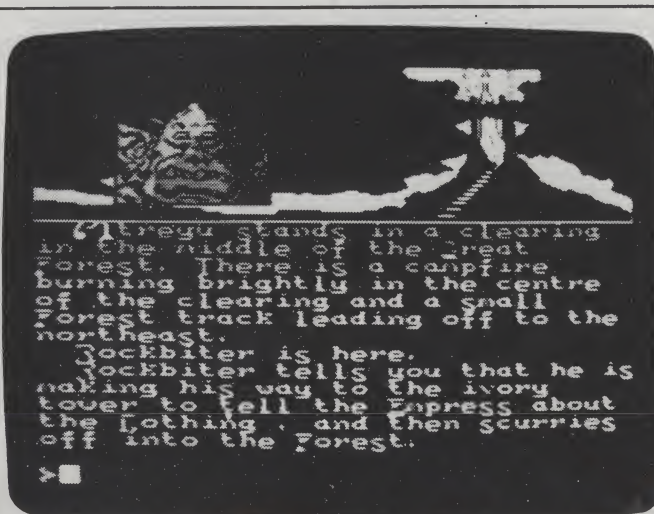
The unlikely hero is a small boy, Bastian Balthazar Bux, who having discovered a dusty old tome on a forgotten shelf in an antique book shop, slips past his teachers at school and steals into the attic where he begins to read **The NeverEnding Story**. He must save Fantasia, he is their only hope. **The NeverEnding Story** is a charming fairy tale that has a wonderful feeling of magic and fantasy. It is a very well put together game and is a visual treat. The music on the title page is the theme music of the film and very nice it is too. The graphics are cartoon style representations of the people and locations you encounter in Fantasia.

Computer:  
Commodore 64; Spectrum 48K / +  
Category:  
Adventure



Joystick:  
No  
Review:  
Bliss Healey  
Publisher:  
Ocean

## THE NEVERENDING STORY



The graphics take up a strip along the top of the screen and the rest of the space is devoted to input/response. Little icons appear to show you exactly who is with you and what is in your possession and are very beautiful indeed.

There are many independent characters you will encounter along the way. Some are friendly while others are not. If you are lucky, you might be able to persuade them to help you but in general you will have to rely on your own wits.

**The NeverEnding Story** is a vast, vast game in three parts and which comes on two tapes holding 100 K of data(!). Luckily, there is a pause button because the game happens in 'real' time.

On the whole, **The NeverEnding Story** is a good game which I would not hesitate to recommend to any one who enjoyed the film or any fantasy fan for that matter. The only thing that wasn't up to standard was the peculiar way in which the typed input seems to stutter so that you can wind up with some very bizarre results. But as soon as *Ocean* clears this up, it will be a very nice adventure!

Graphics: 87% — Although limited to a strip along the top of the screen the graphics are very beautiful indeed.

Sound: 75% — The sound is limited to the theme music at the beginning of the program but it is a good adaptation of the original movie score.

Colour: 87% — The graphics of the NeverEnding Story are very beautifully coloured.

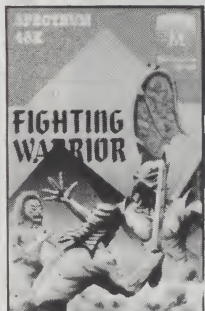
Originality: 75% — This is a 'traditional' sort of adventure game, and if you like adventures you'll like this one.

Interest: 85% — This is a very long game that will hold your interest for a long time.

Overall: 87% — A very nicely put together game and is recommended to adventure fans.



# FIGHTING WARRIOR



**Machine:**  
Spectrum 48K/Spec  
**Joystick:**  
Kempston, Sinclair  
**Category:**  
Arcade  
**Publisher:**  
Melbourne House  
**Review:**  
Robert Price

**Fighting Warrior** is set in ancient Egypt at the time of the Pharaohs, Pyramids and some of the nastiest creatures you can imagine. Your task is to rescue Princess Thaya, with whom you are madly in love, from the evil Pharaoh who has imprisoned her in a remote temple. She is about to be sacrificed to

the Gods and so no time must be lost in finding the temple and then saving your sweet-heart. Unfortunately, the Pharaoh is not completely oblivious to your attempts at a rescue and so he has employed his best magicians to conjure up evil demons and demigods to hinder, or perhaps

stop, your progress. There are also objects left by the side of the road that contain magical powers, good and bad, which you may use to aid your quest. Once the temple has been reached you must combat against the actual Magicians who use their powers against you and sap your strength. Your quest is only over once you have released the Princess from her holding place.

Graphically, **Fighting Warrior** is an excellent game with large, well animated figures and a good deal of variation.

Unfortunately the quest behind the game, although a good idea, lacks interest after playing the game for a few hours. The attacks you can use are also rather limited and the jumps take quite a time to take place once the key has been pressed. If you want a fighting game then this one gives quite a good challenge.

**Graphics:** 92% — large, well-animated figures.

**Originality:** 80%.

**Sound:** 56% — hitting the enemies with sword gives a good thwack.

**Colour:** 76% — conveys the temperature of Egypt and the desert.

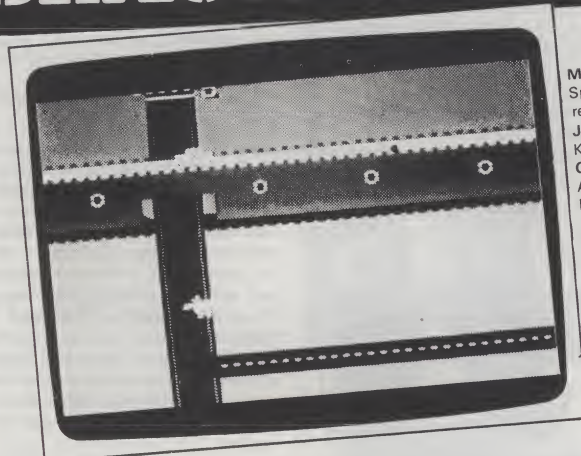
**Interest:** 57%.

**Overall:** 75%.

**Order Codes:** Spectrum — SFIGWA.



# BEACH-HEAD II



**Machine:**  
Spectrum 48K, Spec + (CBM 64 released earlier)  
**Joystick:**  
Kempston, Sinclair, Cursor  
**Category:**  
Arcade  
**Publisher:**  
U.S. Gold  
**Review:**  
Robert Price

The follow-up to the immensely successful **Beach-Head** is now available and with its four scenes and two-player 'head-to-head' combat it certainly is good value for money. Each game can last for quite a long time as well (depending upon the skill of the participants). The game is set in 1947 and the conflict is between the dictator (known as the Dragon) and the allies (under the command of J.P. Stryker). One player decides to play the allies and the other takes on the role of the Dictator. You can of course select to play the computer and be either of the two forces.

The first scene is the "Attack" and the allies' first task is to drop their troops from a chopper behind the furthestmost wall on the screen. Once this is done the troops can be advanced one by one to the next wall further down the screen. While this is happening, the Dictator has control of a large machine gun turret and by means of raising and lowering the gun he may attempt to take pot-shots at

the falling paratroops and the advancing soldiers. If the Allies make it to the wall nearest the gun they must attempt to besiege it by charging from the centre, or over the wall. The advancing soldiers also have the ability to throw grenades at the turret and perhaps destroy it. Once all of the soldiers have reached the gun, (or been killed) they have effectively taken over the gun, and the game proceeds to the next stage, the "Rescue".

The Rescue stage is effectively a reversal of roles. This time the Allies are in control of the gun and must assassinate the Dragon's men. In this stage, the allies are trying to secure the release of the hostages held at the Dragon's Sanctuary. The odds are weighted in favour of the Dictator here though and by using various combinations of keys the player has control of a tank, an armoured half-track, a movable pot-hole and a man dropping rocks onto the hostages from the roof. If you manage to save any hostages the game enters the "Escape" stage.

Escape is set back on board the chopper. Having set all the hostages on the chopper the Dictator player selects the escape route down which the Allies must fly. This stage features a good bird's eye view of the terrain. The allies control the helicopter and the Dictator controls various tanks found on the bridges and on the ground. If the allies manage to escape with some hostages the allies track down the Dictator in his final hideout and Commander Stryker is set into a fight to the death.

The final stage is known as the "Battle" and the two adversaries are set opposite each other on platforms high above the sea. They must attempt to hit each other with sharpened sticks or poonas in order to win. Each bout is won when one of the two is hit five times and tumbles into the water. Five rounds must be won to determine the final winner. Total points then decides the overall victor of the Beach-Head.

## Comment:

This game is not graphically stunning. Sound is adequate, likewise colour, with very few attribute clashes. Addictive qualities are more apparent when two-players are participating.

**Graphics:** 72%.

**Originality:** 89%.

**Sound:** 75% — some average explosions.

**Colour:** 65%.

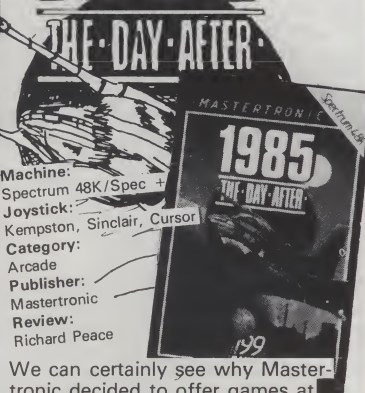
**Interest:** 78% — better on the two-player option.

**Overall:** 78%.

**Order Codes:** Spectrum — SBSAC2.  
C-64 — CBEAC2.



# 1985



**Machine:**  
Spectrum 48K/Spec +  
**Joystick:**  
Kempston, Sinclair, Cursor  
**Category:**  
Arcade  
**Publisher:**  
Mastertronic  
**Review:**  
Richard Peace

We can certainly see why Mastertronic decided to offer games at such prices as £1.99, and after playing this one, we realise why the more prolific Software Houses haven't followed suit.

So, back to the game. 1985 TDA, is set after the holocaust and you have been given the job of finding the energy that your planet needs to survive. This can be done by retrieving nuclear plasma stored on four neighbouring planets in twelve alien landscapes. You control a small Lunar-lander type ship which can thrust and rotate. There is also a tractor beam control but you are not told what that is used for. Control is quite hard but comes with time. The graphics and the scrolling are very flickery and the explosions are adequate. Playing the game gets very boring after a time but there is a challenge there if you decide to stick at it. Not highly recommended.

**Graphics:** 35%.

**Originality:** 80% — but who wants a bad original game.

**Sound:** 30%.

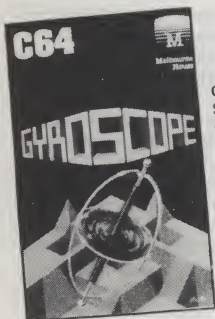
**Colour:** 52% — used abundantly but with clashing problems.

**Interest:** 40%.

**Overall:** 45%.

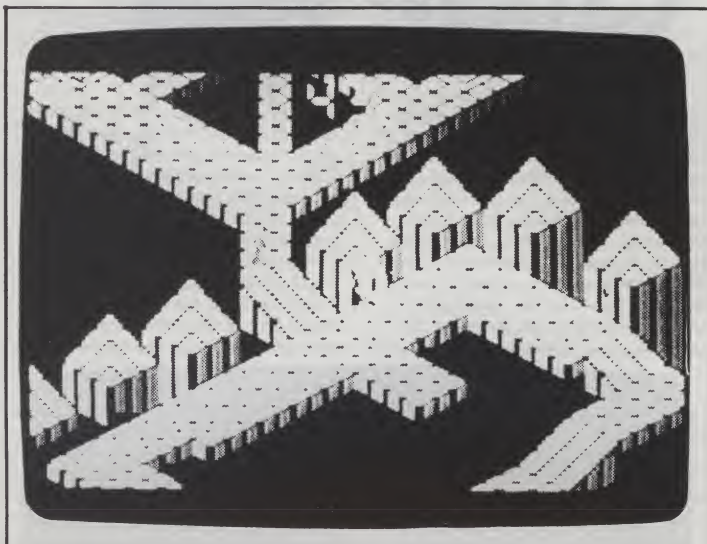
**Order Code:** Spectrum — STDA.





**Computer:**  
Spectrum 48K / Plus  
**Category:**  
Novelty arcade  
**Publisher:**  
Melbourne House  
**Joystick:**  
Kempston, Interface 2, Cursor  
**Reviewer:**  
Samuel Knowles

# GYROSCOPE



A very novel idea, this one. Never in the field of home computer software has a gyroscope been the 'character' under control. Well, almost never....But now Melbourne House, marketing a program for Catalyst Coders have brought out something genuinely original. It gives us reviewers something to cheer about. Catalyst Coders. Interesting name that; catalyst — from the ancient Greek meaning to break down, set free or the like. Now this game really will separate the so-called men from the so-called boys; break down even the best of arcade gamers and cause the breakdown of the rest of us! Suitably named company.

**THEME:** You control a gyroscope that can be made to move in four directions which can be combined to make diagonal movements. You must move the 'scope from the top of a course (made up of four screens) to the bottom. There are five such courses. To hinder the progress, there are five types of obstacle: extra steep slopes, slippery glass slopes that really speed the 'scope up, directional magnets that leave you in an awful state, aliens — more like flashing blimps you must avoid — and extremely narrow ledges of only one character's width. These obstacles

make life much harder than it might have been. At the end of each course there is a square in perspective onto which the 'scope must be manoeuvred.

**GRAPHICS:** These are not the most pleasing out, but are very, very fitting to the game. The screens are filled with mathematically shaped slopes, planes and wedges, arranged in such a way that it is just possible to direct the spinning wizard, with consummate care, onto the next screen and eventually onto the

finishing square. The mazes, as it were, are shaded and hit with light from a certain angle. The gyroscope itself is brilliantly drawn. When stationary, it leans over; when it is made to accelerate, it spins and whizzes most realistically. Somewhat boring, but oh! so cunning, these graphics. The slopes make the 'scope obey the laws of gravity; that is, the steeper the slope, the faster the acceleration, and the more you have to try to apply force the other way to prevent the 'scope falling into one

of the all-too-frequent abysses. **GAME PLAY:** is by no means easy. Countering gravity was never easy. The key advice must be try to remember your schoolboy physics. Every action has an equal and opposite re-action. Remember that one! Newtonian physics is what you need; guard thyself well, mine gyroscope. That is about all one can say. Keep your wits about you, don't rush, but then again you haven't really got time to dabble. With seven lives and only sixty seconds, you must keep a fair lick up; it's no good having six lives left and to just be approaching the third screen of your particular run when time runs out. You have no option as to which course you attempt. You can only get onto the next one by completing the previous one — quite logically enough! After every 1000 points, you gain an extra life.

**REVIEWER'S COMMENT:** This is a highly original offering from Melbourne House (Catalyst Coders via them). Addictive, tricky, with suitable music on the option screen. An abstract world which requires logic and planning. You'll learn how to go along the courses as you progress. In the words of the second generation Gremlins who've fallen into water, "Yum! Yum!"

**Graphics:** 73% — repetitive but well designed.

**Sound:** 60% — the tune makes you think of one of those cheapo gyroscopes whizzing around on top of a plastic Eiffel Tower, then crashing to the floor.

**Colour:** 50% — no imagination in its use; not really a fair criterion of criticism for this game.

**Originality:** 100% — we've yet to see a game like this — (well, bar marble madness).

**Interest:** 60% — once you've mastered the course it's a bore to have to do it again next game; superable once you've got the knack.

**Overall:** 68% — very interesting.

**Order Codes:** Spectrum SGYROS.

C-64 CGYROS.

Amstrad AGYROS.

Uh oh! Or, as Snagglespuss would say, *Heavens to Mergatroid* (or some such line). I didn't like the film — in either concept or the realisation. One man armies are always so improbable and perpetuating of traditional sexism that they cause my gut to heave and mind to go numb. So when the *Ocean* game **Rambo, First Blood (TM) Part II** landed on my desk, I expected the worst. But with prejudices aside, here's an honest(ish) appraisal.

**STORY LINE:** In circa 1 m sq feet of Vietnamese jungle, within which lies a POW camp and a secret temple, you have the task of going to the POW camp and getting photographic evidence that Americans are being held there. Co, Colonel Trautman, has given you, John Rambo, specific orders: do not engage the enemy; do not attempt any rescue. This is purely a mission of reconnaissance. However, when you arrive at the camp, you see a former comrade on a bamboo cross. Your macho ego gets the better of you and henceforth forget the Colonel's orders. You take comrade Banks to the north with you, looking for a helicopter which is waiting to take you back to base in Thailand. When you find this chopper, you must return to the camp, free all the noble yanks and get them back to the north asap. But there's a helicopter gunship after you now.

# RAMBO

Well. The bulging muscles of Stallone aside — for he appears on an excellent title screen brandishing an oh so subtly shaped gun — what's in the game? Well, once you've selected your means of control you enter your name and wait for the action to begin. An *Atic Atac* style info scroll sits on the right hand side. Two Stallone tokens — oddly enough representing four lives — stare boldly out. At the top the double-height word **RAMBO** is just as bold. Your own name lies im-

mediately below. A graphical catalogue of weapons — which can be changed — split into boxes. You then press any key. The tune plays. This is good, but time consuming. After a while, I discovered that this can be bypassed very easily — by simply pressing a key! The play screen is 'monochrome', clearly to avoid the possibility of colour clashes. Always chasing after you — on fair level — are two slant eyed op-

ponents. All of the characters leave dust in their wake. When Rambo goes up or down he looks as if he's on wheels. You have an unlimited supply of grenades and bullets — rather unrealistic this. Still, the Colonel did tell you not to engage the enemy unless absolutely necessary. But the temptation is just too great. I found I'd killed some 29 of the enemy before I knew where I was! They come in their hordes — kamakazi fools! The screen is rather boring, with trees, rocks and what we presume to be little lakes or perhaps puddles. The graphics of the POW camp are OK. The game play is somewhat monotonous.

**CRITICISM:** This game does not live up to its potential by any stretch of the imagination. The graphics are smooth but rather boring; the sprites move well but unexcitingly. The sound is reasonable, but spread far and wide. The tunes are well planned. I particularly liked the ironic star spangled banner when Rambo is killed. Good one, Ocean! Not the wargaming release of all time.

**Graphics:** 65% — good title screen; arid and unimaginative elsewhere.

**Sound:** 75% — good tunes; realistic weapon fire noises.

**Colour:** 65% — not varied enough.

**Originality:** 60%.

**Interest:** 68%.

**Overall:** 67% — hmm.

**Order Codes:** Spectrum SRAMBO.

C-64 CRAMBO.



**Computer:**  
48K Spectrum / +  
**Category:**  
War game  
**Publisher:**  
Ocean  
**Joystick:**  
Optional (Sinclair, Kempston, Cursor)  
**Reviewer:**  
Samuel Knowles



Before getting down to the job of reviewing this latest *Elite* offering, I must praise the company for the co-operation with me. The copy we were sent for review was faulty. I rang the company just before 4pm one day; next morning the program arrived. Now that's what I call service! Great stuff lads; now I've looked at the game, it's quality indicates that it would have been worth a long wait. But your service is just marvellous. Very professional, that.

The second generation platform game, definitive version I think I'll christen this little gem. **Jet Set Willy** goes to the fair wearing a wide brimmed hat. Plus. Plus an awful lot. Not only are the sixty screens interconnected, they are also complimentary. By that, I mean that to get hold of certain items you must go out of one screen and return by another route, only obvious from the adjacent screen.

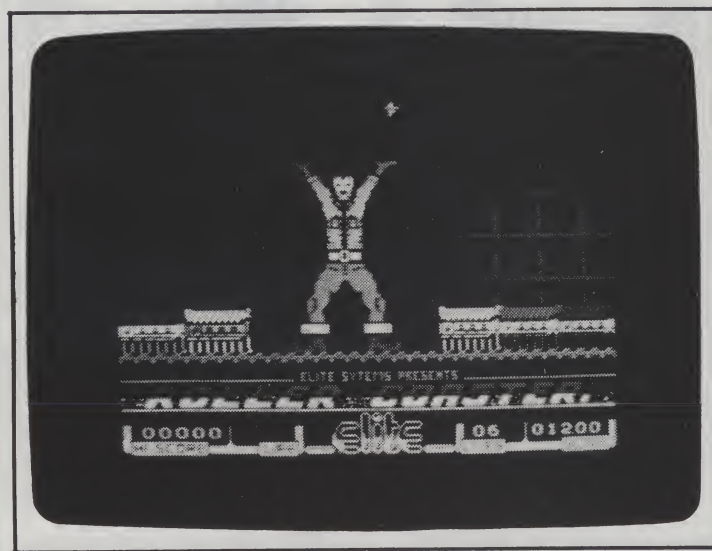
The object of the game is to go around the fairground, collecting bags of gold — or at least that's what *Elite* calls them. The character you control — who somewhat surprisingly comes unnamed! — is a couple of characters high. This sets the scene for the scale of the rest of the graphics — smallish. That said, they aren't too small and the screens are tricky, complex, but not overstuffed with detail. There are a large number of rides scattered around the oriental-style Alton Towers. Some take up only part of one screen, such as the different big wheels, (which are numerous and a bit samey) the Mexican hat, the dodgems, and the waltzer. These have been carefully designed and work well and realistically. There are other sorts of rides which cover several screens. There's the terrifying ghost train, the log fume and a



Computer:  
Spectrum 48K / +  
CBM 64, Amstrad.  
Category:  
Platform  
Publisher:  
Elite Systems  
Joystick:  
Optional (Kempston  
or Interface II on  
Spec)  
Reviewer:  
Samuel Knowles

trip through the river caves. Scattered throughout the caverns, over the rides and on the tops of trees etc are these mysterious bags of gold. Throughout the caverns and alongside the smaller rides there are cafes, many, many palm trees, arches, cabins — somewhat oriental — waterwheels, waterfalls and flowing taps. The list could be endless. There's just so much to

see and do in this action-packed fun-park. Furthermore, you don't get covered in the kiddies' candy-floss or sweat profusely when being hurled around at many miles an hour nor does your heart start pounding when you're thrown upside down on the roller coaster. You have ten lives to try to get round, picking up the gold and eventually finding the all elusive



roller coaster itself. When you drop a great distance you will instantly lose a life. If you drop onto 'electrified' plates, your energy is drained, and a coffin forms in a life-box. When this is complete, another life is lost. I must say, you need as many lives as are available. The only controls you have are left, right, jump (which can be combined into left jump and right jump) and run faster. On the Spectrum, there are keys defined and provision is given for the Sinclair or Kempston joystick interfaces. On the CBM-64 (or 128), joystick only may be used. As for the Amstrad CPC range, both keys and joystick may be used. Control is very simple; but then why make it unnecessarily complex when it's hard enough to avoid all those no-go areas anyway?

**CRITICISM:** The graphics are not over-complex. They are small, but not too small. The Rogers and Hammersteinesque music is very evocative. There is a great deal of variation throughout the game, enough to keep you amused for hours. The challenge is difficult enough to be a lasting one. This said, there are no stunning graphics; it is a game of a little time ago. This criticism is mitigated by the fact that there is so much variation. I understand that initially *Elite* weren't all that confident of selling a large number. I can understand their uncertainty but I do feel that it is original enough to hold its own in today's highly competitive software market.

**Graphics:** 65% — not all that new; well and carefully constructed.

**Sound:** 70% — good tune; adequate beeps.

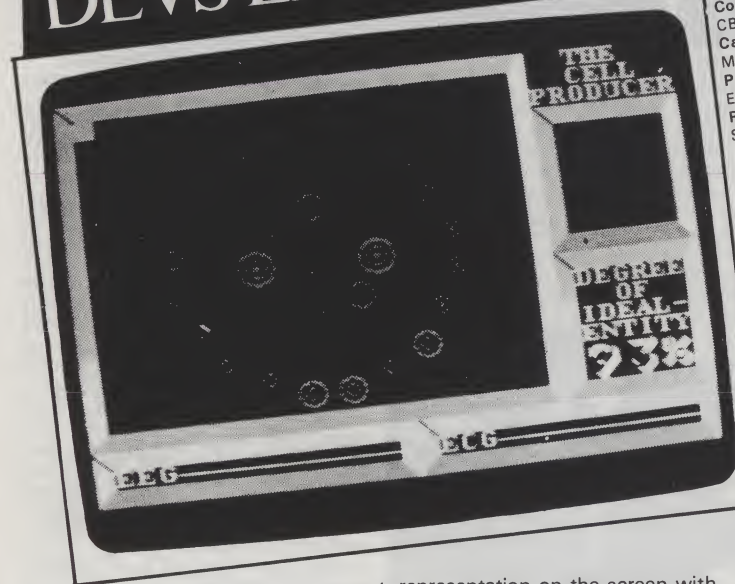
**Colour:** 80% — imaginatively used; no troubles.

**Originality:** 85% — I've never seen a fairground epic before.

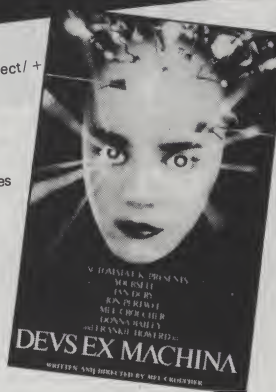
**Interest:** 69% — conquerable after a time.

**Overall:** a good and pleasing offering.

## DEVS EX MACHINA



Computers:  
CBM 64, 48K Spect / +  
Category:  
Meaning of Life  
Publisher:  
Electric Dreams  
Reviewer:  
Samuel Knowles



You control your character through the seven ages of man, from spiralling coils of DNA through school child, lover, soldier, justice, the old man and finally the senile stage of second childishness. Mel has taken that oft-quoted line of Shakespeare and its subsequent speech and taken it into the twentieth century with the aid of technology which would have been as alien to the bard as a Big Mac or Sellotape. The goal of the game is to live as full a life as possible; the end screen gives you a percentage rating for each of the seven ages of man.

Behind all this there lies a fairly potent political message — anti-

war, pro-individual identity etc — but this is by no stretch of the imagination overpowering. When the man is in early manhood up to middle age he looks most like and moves most like the character on the Whistletest titles. What he does takes a long time to occur. I suppose this is just in case you fail to get the point!

The Ian Dury bit with the sperm is probably the funniest! This game is a good experience; the soundtrack is interesting and stands up well without the computer graphics. The insignificance of the individual human life is made all too clear. This is not for the paranoid; use it as a check and a 'reference' if you feel yourself too arrogant! Aside from the meaning of life message — which rings true to quite a large extent — what I liked especially were the song lyrics — they're just like mine. What's more, Mel Croucher sings just like me!

**Graphics:** 70% — tend to become a little repetitive; some good 3-D.

**Sound:** n/a.

**Colour:** 60% — not particularly imaginatively used.

**Originality:** 100% — totally new.

**Interest:** 60% — it can't stand up to daily use for its playability; useful for reference.

**Overall:** 70% — but we must say 'if you like that sort of thing....'

**Order Code:** Commodore — CDEM.

Now this, I like. It'll never topple the gods (poor pun! — ed) off the software market like *FBB*, *Winter Games* etc. It's a different sort of computer based entertainment which synchronises a graphical

representation on the screen with an audio soundtrack. Based on a Mel Croucher idea (*Electric Dreams* produced the CBM version for *Automata*) the soundtrack features Ian Dury, Jon Pertwee, Donna Bailey (who's she? — ed), Frankie Howerd and good ol' Mel 'imself.



The creators of that smash of the early days of home computing (*The Hobbit*), namely *Melbourne House* have, at last, brought out their sequel to the one of the best and most original adventures. In chronological order of writing, the three *Lord of the Rings* books come after the *Hobbit*. So it is a very narrow extension of logic to see that this game — one of the Ring cycle (and refer to Tolkien and not Wagner) — is based upon the Fellowship of the ring. In association with the Tolkien estate, the sixteen strong team at *Beam Software* have spent an astonishing fifteen months in the conception, writing and realisation of this product. There have indeed been rumours of this product for almost all of that time — if not more. But this does not follow the path of the *Hobbit* in its style of game play all that closely; there are graphics, but they're handled much more systematically and don't make up an important part of the game.

**WHAT YOU GET:** Supplied in what has to be the largest ever computer game box come the four integral parts of the game — both totally different, mutually exclusive games, both based upon the *Fellowship of the Ring* book, but with different problems and quests — and there are two levels of play. For those of you who are not regular gamers — and especially not adventure gamers — there is a beginners version to each part, which, although is not as complete as the professional, full version, is a very good introduction to the raw and uninitiated of you. Well, it is several years since the first — and until now only — Tolkien based game came out, and the land of Middle Earth is a peculiar place. But these beginners versions you will soon tire of. They're just a foretaste, good as they are in their own right. Along with the two cassettes come a copy of the *Fellowship of the Ring*, the book of the game. This is the reason for the obscenity of the box; a 529 page epic tome of gargantuan proportions, but, strangely enough, not all that daunting. It helps if you read it, but if you read it as a Tolkien virgin, you'll get an excellent insight into the late professor's psyche and his odd odd world.

The final part of the game firmware is a smallish booklet which is strangely 'downmarket' and unprofessional and out of keeping with the rest of the very, very glossy package. Odd, this. It's a cheapo, bromided and photocopied pamphlet — but don't let the outward poor quality put you off. We're only spoilt by the rest of the package. Now this booklet is terribly useful and informative. It tells of how the team at *Beam* managed to stop cognoscenti of JRR and his literature from having a simple task in completing something they'd spent the best part of a year and a half working on. They went outside the scope of the original book. For if reading the book meant solving the game, then the product would have been boring. So they added locations and situations to confuse even the best versed. This means to say that you might find yourself in a situation that looks familiar and a certain

Computers:  
Spectrum 48K/ +  
CBM-64,  
Amstrad CPC  
range, (BBC)  
Category:  
Adventure  
Publisher:  
Melbourne House  
Reviewer:  
Samuel Knowles

action ought to get the desired result, but it won't....necessarily. The new locations and problems are decidedly original, but they are most certainly in keeping with the essence of the book, the essence of the mysterious and magical land of Middle Earth. With knowledge you might get further quicker, but at no time does any statement assume any prerequisite items of knowledge.

The booklet also gives information on the series of *Ring Wars*. The long and the short of it is that the central character, one of four featured hobbits, Frodo Baggins has possession of the ring that his uncle, Bilbo bequeathed him on his eleventh first birthday. The mysterious and evil warriors, the dark riders, are the envoys and military agents of an evil lord after repossession of the ring, made long, long ago by *Celebrimor*. You don't want to know the whole story; it's all there, all to be read. But since the black riders (perhaps relations of Edmond Blackadder I, II or even VII) are after the golden ring, which has supreme power over all the other rings made by *Celebrimor*. But though the ring has magical powers, you mustn't wear it; it is so strong that it might turn you into a ring-wraith and there normal mortal life will end. The immortal (or at least apparently immortal) Gandalf has given Frodo and his hobbit followers some advice. It is mainly aimed at Frodo of course, since he is the ring bearer. It runs thus: Frodo must take the ring, guarding it safely, to Rivendell, to seek Elrond and ask his advice as to what he should do. Realising that the black riders are out in force, Gandalf advises Frodo to travel by a circumlocutious route and use a pseudonym to avoid these most malicious of enemy scouts. So this is what it's all about.

**COMMUNICATION:** The text interpreter is an extension of the system used on *The Hobbit*, known as *English*. It can understand some eight hundred words, although it can 'speak' more than it can understand. (I know how it feels, having back-packed round Greece last summer!!) Sentences are allowed to be up to 128 characters long and must contain a verb and usually a noun of some sort — eg *EAT FOOD* or *ATTACK WOLF*. Prepositions are also acceptable as are adjectives, conjunctions, adverbs and articles, so that you can build up sentences of the complexity of *ATTACK THE*

**GREEN KNIGHT WITH THE AXE AND EAT SOME FOOD GREEDILY.** So this is the way of things; but don't be fooled by the proficiency of the interpreter. You will frequently be faced by the computer saying "I don't know the meaning of ...." and it's just used the word it claims not to understand! *English* is goodish but not outstanding. If you find that there has been but one error in your whole 128 characters, then the complete set of commands will be ignored and you'll have to retype the whole string. Shame that.

**SCENARIO:** As we mentioned, this is also set in middle earth, some years after Bilbo went away so mysteriously and returned such a rich, rich hobbit. Part of his wealth was, of course, the ring of *Celebrimor*. In both games that go to make up the *Fellowship of the Ring*, (Lord of the Rings game one), there are up to and over two hundred locations, some mundane, some boring but all thoroughly described and keenly observed by the *Beam* team. There are a few screens of graphics, but only in the so-called major sites. There seem to have been many, many more pictures in *Hobbit*, but the logographical descriptions are much more keen and there seems to be a much larger number of objects lying around and of things to do, give to people and more to explore.

**GRAPHICS SCREEN:** There are two major windows, the information and the instruction windows. In the first, writing of the size of that in the *Hobbit* appears — or at least of the same font. Who is around is described as is what they're doing and carrying. The instruction window is where you type in your commands, thanks and requests.

**GAME PLAY:** When you load the first game, you are asked which of the happy band of hobbit travellers you want to play: you must choose out of Frodo — the most exciting and responsible of the four roles you can assume — Sam, Pippin and Merry. You alone — or with a number of friends alongside — can assume two or even four roles. This helps you get around repeatedly asking characters to take things or give you things. Very useful touch. Once inside the game, the first location is described. It is the inside of Frodo's hobbit hole. The first picture is drawn here; it is very similar, to (if smaller than) the picture drawn at the start of this game's predecessor. The door, however, is green and not purple. All around the game there are the usual adventure goodies: food, wine, bottles, chests and so forth. Throughout you must rest your character(s), feed them and give them drink. You will find many weapons and everyday objects all around the land. When you engage in battle you are likely to become either wounded or fatigued. On rare occasions, you will come across professional

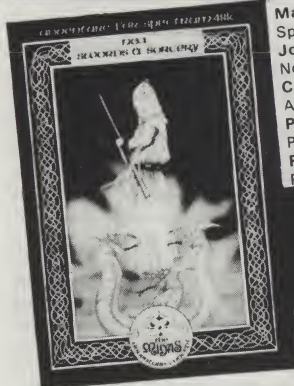
healers or magical herbs which can help you get back to full fitness and fighting strength. There are all the usual so-called special reserved words like print, quit, save/load and so on. One very interesting command is the word *BECOME*. This allows you to change character, also to avoid the tedium of asking for things from those who seem to have no sense of hearing.

There is a very novel way of showing who is in play, which character is but one move away and which is further afield. It is most probable, since you are a team of hobbits, that the intrepid four will stick together. When you move, the rest have to catch up. On the screen there are, as it were, four sheets of paper; down the edges of these pieces of paper lie character-face icons. Yours is always at the top of the uppermost page and is also displayed at the top of the screen in a long, rectangular window with the complimentary statement, "You are..." whoever you may be. On the next sheet of paper, you see the characters you have left behind. They rank in importance and capabilities and move thus. You see them catching up and arriving one by one onto the top sheet, left-hand margin. Interestingly enough, Merry's icon will never progress past the second page, despite the fact that the information screen proudly proclaims that Merry arrives.

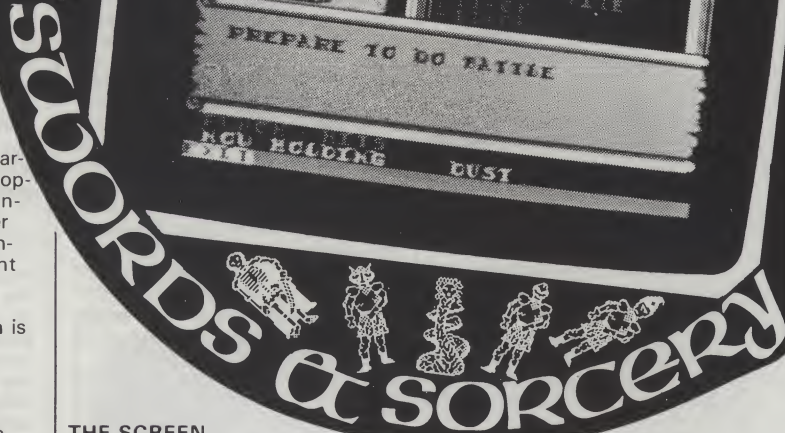
**CRITICISM:** The presentation is highly professional; gloss throughout except for the little book of words, but that's nothing to worry about. I had the feeling as I was reading through it that this was the greatest adventure ever written; I should have known better. It is very good, very comprehensive, combines a good interpreter with complex, very individual characters, lots to do, many enemy to avoid and marvellously detailed descriptions. But for all this there is a price to pay. And this is speed. The game is painfully, embarrassingly slow. It's clear that the computer has lots to sort out, but it's just a bore waiting three seconds for the machine to recognise that you've typed a command (or commands). You must also wait for your obsequiously sheep-like horde to catch up before you can do anything else. Interrupt-driven, alternative characters might have been the answer. Perhaps the *Beam* team have done this, but it's not all that obvious if they have. It's good but not startling. The graphics are few and far between. The quest is hard and new (if you are talking of medium of implementation). Indeed, there is much new stuffing to the game; the communication windows are presented well. But the terrible sluggishness is a bind. It's also annoying that even if the mistake you make is in the last word of a fifty word command with many conjunctions, the whole series is ignored.

Graphics: 60% — sparsely used.  
Difficulty: 85% — obscure land of Middle Earth; not just what JRR wrote.  
Playability: 60% — that waiting is tedious.  
Originality: 75%.  
Interest: 70% — it might wain with the waits.  
Overall: 73% — solid stuff; not a world-beater, but worth adding to your collection; destined to be termed a classic.





Machine:  
Spectrum 48K  
Joystick:  
Not recommended  
Category:  
Adventure  
Publisher:  
PSS  
Review:  
Robert Price



Swords and Sorcery has finally arrived. After over a year of development the first in a series of extendable modules is available. Other modules which allow you to continue your character into different settings will be available soon.

#### MIDAS

The Midas Adventure System is the name PSS have chosen to give the basis of Swords and Sorcery. It is like the "dungeon master" of the whole game and this is what allows it to be more flexible and have extendable modules.

#### STARTING OUT

When you begin you can either use the "ready made" character Flubbit the Dull, load in a saved game, or choose to set up by your own character with his/her own characteristics. This is done by training with various Masters of the Secret Arts such as thieves, unarmed combat etc. There are 14 masters altogether. At first you are not told which skill they teach but after the first game, noting them down solves this problem. Once training is completed you can go on to the Armoury and select weapons and other items, choosing carefully since you only have 40 Dragon's Teeth to spend.

#### CONTROLLING YOUR CHARACTER

Control in Swords and Sorcery has been made as simple as possible. Most of the time just six keys are used, the rest being used to enter passwords etc. A quick description of the screen display should make the control method a bit clearer.

#### THE SCREEN

The screen is divided up into three main windows. The first lies at the top left of the screen and shows a three dimensional view of the corridor, or room, in which you are standing. Corridors fan off to the left and right and doors can be seen in many of the walls. Any of the many creatures that attack you can be seen approaching (that is if they attack from the front). The next window, to the right of the first is larger and has three functions. The first, most frequent use, is for any visible monsters and all the corridors. The second function is in Melee or Combat when it displays your own and the monsters vital characteristics, the attack and defense choices and the weapon you are using. The last function is to display your status when you request it into two distinct parts, the input line and the text-output area. The first part consists of a line which can contain one of a number of left-right scrolling menus each selectable from the others. These allow you to quickly select all your com-

mands such as wearing armour, picking locks, or eating. You can even talk to the characters you meet by addressing them with other menu options (e.g. Friendly, Grovel, Insult). The output lines show the outcome of your actions including the conversations between yourself and the creatures. Control is as mentioned before. Three keys scroll the menus and allow selection of a particular option and another three keys allow you to move forward down the 3D scrolling corridor and turn left or right.

#### SPELLS

Magic abounds in Swords and Sorcery and just as you can improve your swordplay your magical abilities may increase. You start off with one or two spells depending on which masters you visit and more can be collected as you progress. Casting spells can be extremely useful when you're getting cut up by another swordsman but can be pretty nasty if a magician decides to retaliate.

#### COMBAT

Combat consists of a number of rounds. Magic can be used at any time and the effect of a spell is displayed at the base of the screen. You can set your attack and defence choices before you enter battle and can change them during it if you wish. The options for these choices depends upon the type of weapon you are using. Combat continues until you either run away or either of your life points reaches zero. If you survive then continue your quest for Zobs Armour. If you die you can be reincarnated but with nastier and meaner monsters.

#### MOVING ABOUT

Walking around is not as simple as it first seems. Hidden pits can suddenly open up around you causing you to fall to your death. Furniture can get in the way, doors likewise. Traps can be deadly but poison in traps has a longer lasting effect causing gradual death. There are also matter transporters, shifting walls and magical barriers to negotiate. Objects are usually found scattered around the floor, up the walls or in many of the chests. Use them wisely and remember some of them may have special magical powers. It is up to your character to work out how to use them.

#### CONCLUSION

Swords and Sorcery offers a great deal to role playing adventurers. The modules coming out will allow you to continue a good character even if he has solved the adventure he was created for. Swords and Sorcery is potentially limitless in scope if PSS continue to bring out more modules.

The graphics of the maze are very good and scroll smoothly and realistically. The creatures are even better and very large. Although not much colour is used the game is still appealing and even though our first games all ended in falling down pits we soon got to know where most of them were and then we were off in search of Zobs Armour. Overall a well presented game with numerous features.

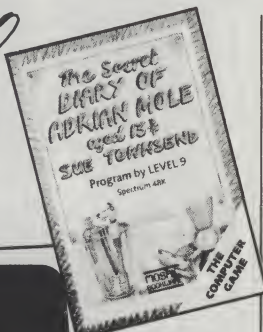
#### Ratings:

Graphics: 79% — smooth scrolling 3D maze with brilliant monsters.

Originality: 90% — very original control implementing 3D maze game into a highly playable adventure.

Sound: 65% — magic blasts good but not a lot else.

## The Secret DIARY OF ADRIAN MOLE aged 13½



Machine:  
CBM-64  
Joystick:  
???  
Category:  
Adventure  
Publisher:  
?????  
Reviewer:  
'Chip'

After reading the book version and seeing a few of the series I thought we were in for a real treat. Unfortunately the whole program was a bit of a let down as there was no real challenge in the adventure. The program loads in three separate parts, each of which can be played straight off. The idea, which is not a new one, was to tell a story as the adventure proceeds. In Adrian Mole, the diary is scrolled up day by day with a picture at the top that seems to be totally apart from the game itself. Every now and then a question comes up from which you must choose one of three alternative answers. Depending on which answer you take, your overall percentage in the game adjusts itself accordingly and depending on your percentage a 'title' will appear such as 'you are now a mamby pamby schoolboy' or 'you are still a spotty little boy'. The game is probably at its best at a family gathering like Christmas as it is fun to see what kind of

trouble you can get Adrian into. It also helps if you know something about Adrian's diary, i.e. you've read the book or seen the series. As I said before the game loads in three parts. At the end of each part you are asked if you want to play the next part or if you want to replay the previous part. Whether you play the three different parts as one or replay the sections two or three times you still go right through the year of the diary, with the end result just your percentage and your 'title'.

Graphics: 73% — nice to see some pictures rather than text only.

Colour: 70% — well used; effective.

Interest: 62% — if you're not a fan of A.M. then you probably won't play it all that often.

Sound: N/A.

Originality: 68% — first to be based on a diary, but not the first to tell a story as it proceeds.

Overall: 66% — a great piece of software if you like A.M.

Order Codes: Spectrum — SSDAM.

C-64 — CSDAM.

Amstrad — ASDAM.



# Price List

ARCADE/ARCADE ADVENTURE/ADVENTURE/EDUCATIONAL PROGRAMS

Effective 1st February 1986

All previous lists should be disregarded

The following list contains prices for the categories listed above only. Prices for joysticks and other hardware, business programs, utilities, programming languages and other such general items will be found at the back of the hardware & utilities supplement. New additions are given at the end of this section.

"Bonus" Prices are a means by which we can make very special offers to our members. As a new member, for instance, you qualify for up to five titles at "Bonus" Price in your first 60 days of membership. Thereafter, you can take one title at "Bonus" Price for every title you buy at the Club Price (you can buy as many titles as you wish at Club Price — that's the benefit of being in the Mr Software Club).

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
*S1985	1985	MASTERTRONIC	1.99	1.70	
S3DSTA	<del>3D STARSTRIKE</del>	REAL TIME	5.95	4.60	
AQSP	ADVENTURE QUEST	LEVEL 9	9.95	8.45	
ATC	AIR TRAFFIC CONTROL	MIKRO GEN	9.95	8.45	
*SAIRWO	<del>AIRWOLF</del>	ELITE	6.95	5.90	
ALCHE	ALCHEMIST	IMAGINE	5.50	4.50	1.95
SALIEN	<del>ALIEN 8</del>	ULTIMATE	9.95	8.80	
ANTIC	ANTICS	BUG-BYTE	6.95	5.55	
AQUAP	AQUAPLANE	QUICKSILVA	7.95	6.85	2.95
SADY	ARC OF YESOD	ODIN	8.95	7.95	
*SAHF	ARCADE HALL OF FAME	U S GOLD	9.95	7.75	
ARCSP	<del>ARCADIA</del>	IMAGINE	5.50	4.15	0.95
SARCHO	ARCHON	ELECTRONIC ARTS	10.95	9.15	
SARENA	ARENA	LOTHLORIEN	9.95	8.80	
*SARNHE	ARNHEM	CCS	9.95	8.45	
SARTST	ART STUDIO	RAINBIRD	14.95	12.45	
SASHKE	ASHKERON	MIRRORSOFT	6.95	5.85	
*SASTCL	ASTROCLONE	HEWSON	7.95	6.15	
SAST2	ASTRONOMER II	CPM SOFTWARE	9.95	8.80	
ATIAT	ATIC ATTACK	ULTIMATE	5.50	4.95	
STENPA	AUTOMATA 10-PACK	AUTOMATA	9.95	8.45	5.95
STEN2	AUTOMATA 10-PACK (VOLUME 2)	AUTOMATA	9.95	8.45	5.95
STEN3	AUTOMATA 10-PACK (VOLUME 3)	AUTOMATA	9.95	8.45	5.95
AVALO	AVALON	HEWSON	7.95	6.75	
SBCBIL	B.C. BILL	IMAGINE	1.95	1.65	
*SBCQFT	B.C.'S QUEST FOR TIRES	SOFTWARE PROJ.	7.95	6.15	
*SBTS	BACK TO SKOOL	MICROSPHERE	6.95	5.85	
SBMWCB	BARRY MACGUIGAN'S BOXING	ACTIVISION	7.95	6.15	
SBATMI	BATTLE FOR MIDWAY	P.S.S.	9.95	7.75	
SBOTP	BATTLE OF THE PLANETS	MIKRO-GEN	9.95	7.95	
BEASP	BEACH HEAD	U S GOLD	7.95	6.45	5.95
*SBEAC2	BEACH HEAD II	U S GOLD	7.95	6.75	5.45
BEAKY	<del>BEAKY AND THE EGGSNATCHERS</del>	FANTASY	5.50	4.50	2.00
BEAMR	BEAMRIDER	ACTIVISION	7.99	6.75	
SBEWAR	BEWAREHOUSE	POSITIVE IMAGE	5.95	4.95	3.25
BLAHA	BLACK HAWK	CREATIVE SPARKS	6.95	5.90	
BLAAL	<del>BLADE ALLEY</del>	P.S.S.	5.95	4.75	2.50
SBLOGO	BLOCKBUSTERS' GOLDRUN	MACSEN	9.95	8.80	
SBMXRA	BMX RACER	MASTERTRONIC	1.99	1.75	
SBOOTY	BOOTY	FIREBIRD	2.50	2.25	
*SBOTR	BORED OF THE RINGS	SILVERSOFT	6.95	5.95	
*SBBSB	BOUNTY BOB STRIKES BACK	U S GOLD	7.95	6.65	
BRABL	BRAAX BLUFF	MICROMEGA	6.95	5.85	2.50
SBRIBL	BRIAN BLOODAXE	SOFTK	7.95	6.15	
SBRIJA	BRIAN JACKS SUPERSTAR	MARTECH	7.95	6.15	
SBRIPL3	BRIDGE PLAYER 3	CPS	12.95	10.75	
SBRULE	BRUCE LEE	U.S. GOLD	7.95	6.65	

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\*Items marked with an asterisk are new since the last listing

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
SBUCRO	BUCK ROGERS	U S GOLD	7.95	6.15	
BUGAB	BUGABOO	QUICKSILVA	6.95	5.25	3.55
SCAULD	CAULDRON	PALACE	7.95	6.75	5.45
SCHAOS	CHAOS	GAMES WORKSHOP	7.95	6.75	
SCOF	CHARLIE & THE CHOCOLATE FACT.	HILL MCGIBBON	9.95	7.95	
SCHEMI	CHEMISTRY (O-LEVEL REVISION)	COLLINS	8.95	7.95	
CHEFL	<del>CHEQUERED FLAG</del>	PSION	6.95	5.45	2.95
CHEPS	<del>CHESS BY PSION</del>	PSION	6.95	4.95	2.45
SCHEPL	CHESS PLAYER (THE)	QUICKSILVA	7.95	6.75	2.95
*SCHICH	CHICKEN CHASE	FIREBIRD	3.95	3.30	
*SCHIME	CHIMERA	FIREBIRD	3.95	3.30	
CHUSP	<del>CHUCKIE EGG</del>	A & F SOFTWARE	5.95	4.75	
SCHUEG2	CHUCKIE EGG 2	A & F SOFTWARE	6.90	5.75	
SCLUED	CLUEDO	LEISURE GENIUS	9.95	7.70	
CODMA	CODENAME MAT	MICROMEGA	6.90	5.90	4.95
SCOD2	CODENAME MAT II	DOMARK	9.95	8.30	
COLSP	COLOSSAL ADVENTURE	LEVEL 9	9.95	8.45	
COMLY	COMBAT LYNX	DURELL	7.95	6.75	
SCOMMA	COMMANDO	ELITE	7.95	6.75	4.95
SHIT10	COMPUTER HITS 10	BEAU JOLLY	9.95	7.95	
SHIT6	COMPUTER HITS 6	BEAU JOLLY	6.95	5.95	
SCUSCR	COSMIC CRUISER	BEAU-JOLLY	5.50	4.45	0.95
SCOSWA	COSMIC WARTOAD	OCEAN	7.95	6.15	
SCOSCA	COSTA CAPERS	FIREBIRD	7.95	6.15	
*SCRIMA	CRITICAL MASS	DURELL	8.95	6.95	
*SCUSKI	CUSTARD KID	NEW GENERATION	4.99	4.20	
SDTST	DALEY THOMPSON'S SUPERTEST	OCEAN	6.95	5.90	4.95
SDAMBU	DAMBUSTERS	U S GOLD	9.95	7.75	
DMDT	DANGER MOUSE IN DOUBLE TROUBLE	CREATIVE SPARKS	6.95	5.90	
DARTZ	DARTZ	AUTOMATA	5.00	4.00	
SDEAWA	DEATH WAKE	QUICKSILVA	7.95	6.15	
SDESRA	DESERT RATS	CCF	9.95	8.30	
DEM	DEUS EX MACHINA	AUTOMATA	15.00	13.50	9.95
*SDAM	DIARY OF ADRIAN MOLE	MOZAIC	9.95	7.95	
SDOORE	DOOMDARK'S REVENGE	BEYOND	9.95	7.75	
DOOCA	DOOMSDAY CASTLE	FANTASY	6.50	4.95	
SDRAGO	DRAGONTORQUE	HEWSON	7.95	6.15	
SDRIIN	DRIVE IN (THE)	FANTASY	5.50	4.25	
SDUNDA	DUN DARACH	GARGOYLE	9.95	7.75	
DUNSP	DUNGEON ADVENTURE	LEVEL 9	9.95	8.45	
SDYNDA	DYNAMITE DAN	MIRRORSOFT	6.95	5.90	4.95
*SELITE	ELITE	FIREBIRD	14.95	11.50	10.00
SEMEIS	EMERALD ISLE	LEVEL 9	6.95	5.95	
SEFB	EMPIRE FIGHTS BACK	MASTERTRONIC	1.99	1.70	
ENGL1	ENGLISHSKILLS 1	GRIFFIN	9.95	8.45	
ENGL2	ENGLISHSKILLS 2	GRIFFIN	9.95	8.45	
SENIFO	ENIGMA FORCE	BEYOND	9.95	8.30	6.95
EURSP	EUREKA	DOMARK	14.95	12.70	9.95
SEAW	EVERYONE'S A WALLY	MIKROGEN	9.95	8.45	
*EXTER	EXTERMINATOR	SILVER SOFT	5.95	4.45	1.45
SFAIRL	FAIRLIGHT	THE EDGE	9.95	7.95	
SFAIRS	FAIRSHARE	STELL	7.95	6.50	
SFALP2	FALCON PATROL II	VIRGIN	6.95	5.85	
FIGPI	FIGHTER PILOT	DIGITAL INT.	7.95	6.95	
*SFIGWA	FIGHTING WARRIOR	MELBOURNE HSE	7.95	6.15	
SFINKE	FINDERS KEEPERS	MASTERTRONIC	1.99	1.75	
*FIREF	FIREFLASH	ABACUS	5.95	4.45	1.95
SFLINT	FLINTSTONES	QUICKSILVA	7.95	6.45	
FOOMA	FOOTBALL MANAGER	ADDICTIVE	6.95	5.45	
SFORM1	FORMULA 1 SIMULATOR	MASTERTRONIC	1.99	1.75	
SCRLF1	FORMULA ONE (CRL)	CRL	7.95	6.15	
SFOUPR	FOURTH PROTOCOL	HCP	12.95	10.75	
SFBB	FRANK BRUNO'S BOXING	ELITE	6.95	5.90	
FRANK	FRANK N. STEIN	P.S.S.	5.95	5.00	
SFGTH	FRANKIE GOES TO HOLLYWOOD	OCEAN	9.95	8.45	6.95
FRENA	FRENCH MISTRESS A	KOSMOS	9.95	7.45	

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ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
FRENB	FRENCH MISTRESS B	KOSMOS	9.95	7.45	
*SGCSM	GEOFF CAPES STRONG MAN	MARTECH	7.95	6.75	5.75
GERMA	GERMAN MASTER A	KOSMOS	9.95	7.45	
SGETSE	GET SET	GRIFFIN	9.95	8.45	
SGHOST	<del>GHOSTBUSTERS</del>	ACTIVISION	9.95	8.30	4.95
GIARE	GIANT'S REVENGE	THOR	6.95	5.55	2.50
SGFTG	GIFT FROM THE GODS	OCEAN	9.95	7.70	
SGLADI	GLADIATOR	DOMARK	8.95	6.95	
SGLASS	GLASS	QUICKSILVA	7.95	6.50	
GOTOJ	GO TO JAIL	AUTOMATA	6.00	5.00	4.00
*SGGTC	GRAHAM GOOCH'S TEST CRICKET	AUDIOGENIC	9.95	8.30	
SGRANA	GRAND NATIONAL	ELITE	6.95	5.45	
SGYRON	GYRON	FIREBIRD	9.95	8.45	7.45
*SGYROS	GYROSCOPE	MELBOURNE HSE	7.95	6.15	
*SHACKE	HACKER	ACTIVISION	9.95	8.30	
SHAMPS	HAMPSTEAD	MELBOURNE HSE	9.95	7.75	
SHFMUC	HELL FIRE/MUGSY COMPILATION	MELBOURNE HSE	4.95	3.95	
SHDR	HERBERT'S DUMMY RUN	MIKRO-GEN	9.95	8.45	7.30
*SHIGCO	HIGHWAY CODE	DUCKWORTH	5.95	5.45	
SHIGEN	HIGHWAY ENCOUNTER	VORTEX	7.95	6.75	5.45
HOBSP	HOBBIT (THE)	MELBOURNE HSE.	14.95	12.95	
HULSP	HULK	ADVENTURE INT.	9.95	8.45	7.95
HUNSP	<del>HUNCHBACK</del>	OCEAN	6.95	5.45	
SHYPSP	HYPERSPORTS	IMAGINE	7.95	6.15	
*SIOTM	I, OF THE MASK	ACTIVISION	9.95	8.95	
SIDENT	IDENTIKIT	STELL	6.95	5.95	
*SIMPMI	IMPOSSIBLE MISSION	EPYX/U S GOLD	7.95	6.75	5.75
*SINTKA	INTERNATIONAL KARATE	SYSTEM 3	6.50	5.50	4.50
*SINTRU	INTERNATIONAL RUGBY	ARTIC	7.95	6.15	
SJASPE	JASPER	MICROMEGA	6.95	5.80	
JETSE	<del>JET SET WILLY</del>	SOFTWARE PROJ.	5.95	4.55	3.95
SJSW2	JET SET WILLY II	SOFTWARE PROJ.	6.95	5.90	4.50
JUMCH	JUMP CHALLENGE (EDDIE KIDD)	MARTECH	6.95	5.90	3.95
KENTI	KENTILLA	MICROMEGA	6.95	5.85	2.50
KETTR	KET TRILOGY (THE)	INCENTIVE	12.95	11.00	
SKNOCK	KNOCKOUT	ALLIGATA	6.95	5.90	4.25
KTWSP	<del>KOKOTONI WIFE</del>	ELITE	5.95	4.95	2.95
KONSP	KONG	OCEAN	5.95	4.95	
SLOTR	LORD OF THE RINGS	MELBOURNE HSE	15.95	13.55	12.00
LOM	LORDS OF MIDNIGHT	BEYOND	9.95	8.45	5.00
LOTSP	LORDS OF TIME	LEVEL 9	9.95	8.45	
LUNJE	LUNAR JETMAN	ULTIMATE	5.50	4.65	
SMACBU	MACADAM BUMPER	PSS	7.95	6.15	
MANSP	<del>MANIC MINER</del>	BUG-BYTE	5.95	4.55	2.00
SMARSP	MARSPORT	GARGOYLE	9.95	7.75	
SMATDA	MATCH DAY	OCEAN	7.95	6.15	
SMATFI	MATCH FISHING	ALLIGATA	7.95	6.75	4.95
MATIN	MATHS INVADERS	STELL	6.95	5.95	
MATH1	MATHSKILLS 1	GRIFFIN	9.95	8.45	
MATH2	MATHSKILLS II	GRIFFIN	9.95	8.45	
SMEGAH	MEGAHITS	BEAU JOLLY	9.95	8.45	7.95
SMIKIE	MIKIE	OCEAN	9.95	8.30	
MILLI	MILLIONAIRE	INCENTIVE	5.50	4.50	
SMINSH	MIND SHADOW	ACTIVISION	7.95	6.15	
MISDE	MISSILE DEFENCE	ANIROG	5.95	4.45	
MISWO	MISSING WORDS	STELL	6.95	5.95	
MONEY	MONEY	STELL	6.95	5.95	
SMONOP	MONOPOLY	LEISURE GENIUS	9.95	7.70	
MIH	MONSTERS IN HELL	SOFTEK	5.95	4.45	1.45
*SMDP	MONTY DOUBLE PACK (MII & MM)	ARTIC	6.95	5.40	
SMII	MONTY IS INNOCENT	GREMLIN	6.95	5.40	
*SMOTR	MONTY ON THE RUN	GREMLIN GRAPHICS	7.95	6.75	5.85
MOOAL	MOON ALERT	OCEAN	5.95	4.45	
MMTB	MORRIS MEETS THE BIKERS	AUTOMATA	6.00	4.00	
*SNES	NEVER ENDING STORY	OCEAN	9.95	7.95	
SNFG	NICK FALDO'S OPEN	ARGUS PRESS	9.95	8.30	

For the latest news call the 24-hour HOTLINE on (0494) 450586



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ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
NIGGU	NIGHT GUNNER	DIGITAL INT.	6.95	5.45	2.95
SNIGSH	NIGHT SHADES	ULTIMATE	9.95	8.30	
SNOY	NODES OF YESSOD	ODIN	9.95	8.30	6.95
SNOMAD	NOMAD	OCEAN	7.95	6.15	
SNUMBE	NUMBERFUN	GRIFFIN & GEORGE	7.99	6.85	
OLYMP	OLYMPICON	MITEC	5.95	4.75	2.00
SONEON	ONE ON ONE	ARIOLASOFT	8.95	8.50	
SOOTS	OUT OF THE SHADOWS	MIZAR	7.95	6.70	
SOVERL	OVERLORDS	LOTHLORIEN	6.95	5.35	
*SPATCH	PATCH (THE)	GILSOFT	5.99	4.95	
SPEDRO	PEDRO	IMAGINE	1.95	1.65	
PENET	PENETRATOR	MELBOURNE HSE.	6.95	5.20	
*SPOTPI	PERCY THE POTTY PIGEON	GREMLIN	6.95	5.90	
PIEYE	PI-EYED	AUTOMATA	6.90	5.20	2.00
PIINE	PI-IN-ERE	AUTOMATA	6.00	5.00	3.45
PIBAL	PIBALLED	AUTOMATA	6.00	4.50	2.50
PIMAN	PIMANIA	AUTOMATA	10.00	7.50	4.95
SPOKER	POKER	DUCKWORTH	5.95	4.95	
SPOLPO	POLE POSITION	DATASOFT	7.95	6.75	
*SPOPEY	POPEYE	DK TRONICS	7.95	5.95	
PROTE	PROTEUS	ABACUS	5.95	4.45	1.95
PSST	<u>PSST</u>	ULTIMATE	5.50	4.15	
PYJAM	PYJAMARAMA	MIKRO-GEN	6.95	5.85	4.45
THEPY	PYRAMID (THE)	FANTASY	5.50	4.15	2.95
SQUIQU	QUIZ QUEST	ALLIGATA	7.95	6.15	
SRALDR	RALLY DRIVER	HILL MCGIBBON	9.95	8.45	6.75
SRAMBO	RAMBO	OCEAN	7.95	5.95	
RAPSC	RAPSCALLION	BUG-BYTE	7.95	6.75	
SRASPU	RASPUTIN	FIREBIRD	7.95	6.15	
REBEL	REBELSTAR RAIDERS	RED SHIFT	9.95	8.95	
SREDAR	RED ARROWS	DATABASE	8.95	7.60	
SREDMO	RED MOON	LEVEL 9	6.95	5.35	
*SRIDDE	RIDDLER'S DEN	ELECTRIC DREAMS	7.95	6.15	
*SROSH	ROBIN OF SHERLOCK	SILVERSOFT	9.95	8.30	
SROS	ROBIN OF SHERWOOD	ADVENTURE INT.	9.95	8.30	
*SROTW	ROBIN OF THE WOOD	ODIN	9.95	7.95	
SROCCO	ROCCO	GREMLIN GRAPHICS	7.95	6.15	
SROCRI	ROCKFORD'S RIOT	BEYOND	9.95	8.45	6.95
SRRR	ROLAND'S RAT RACE	OCEAN	6.90	5.85	4.90
*SROLCO	ROLLER COASTER	ELITE	6.95	5.90	4.95
SRFG	RUN FOR GOLD	HILL MCGIBBON	7.95	6.75	5.00
SRUNES	RUNESTONES	FIREBIRD	7.95	6.15	
*SRITTF	RUPERT AND THE TOYMAKERS	QUICKSILVA	7.95	6.15	
SSABOT	SABOTEUR	DURELL	8.95	7.60	5.95
SABWU	SABRE WOLF	ULTIMATE	9.95	8.45	6.95
SCUSP	<del>SCUBA DIVE</del>	DURELL	5.95	4.55	3.95
SENTI	SENTINEL	ABACUS	5.95	4.45	1.95
*SSOTU	<del>SHADOW OF THE UNICORN</del>	MIKRO-GEN	14.95	12.95	
*SSHATU	SHADOWFIRE TUNER	BEYOND	3.95	2.95	
SSIAMA	SIAMAZOOM	SILVERSOFT	6.95	5.90	
SSIRFR	SIR FRED	MIKRO-GEN	9.95	8.30	6.95
SKODA	SKOOL DAZE	MCS LIMITED	5.95	5.00	
SSLICK	SLICKER PUZZLE	DK TRONICS	5.95	5.05	3.25
SNOSP	SNOWBALL	LEVEL 9	9.95	8.45	
*SSORSH	SORDERONS SHADOW	BEYOND	9.95	7.95	
*SSOAR	SOUL OF A ROBOT	MASTERTRONIC	1.99	1.70	
SSOUBE	SOUTHERN BELLE	HEWSON	7.95	6.75	5.85
SSPEVE	SPEC VENTURE	MASTERTRONIC	1.99	1.70	
SSPEOP	SPECIAL OPERATIONS	LOTHLORIEN	5.95	4.95	
SPECT	SPECTRON	VIRGIN GAMES	5.95	4.45	2.45
SPESP	SPEED DUEL	DK TRONIKS	5.95	4.75	2.95
*SSPELL	SPELLBOUND	MAD GAMES	2.99	2.50	
SSPIDER	SPIDERMAN	ADVENTURE INT.	9.95	8.45	6.45
SSPI40	SPITFIRE 40	MIRRORSOFT	7.95	6.15	
SSPYHU	SPY HUNTER	SEGA (U.S.GOLD)	7.95	6.65	4.95
SSVS	SPY VERSUS SPY	BEYOND	9.95	8.45	6.95

One item bought at CLUB price entitles you to one item at BONUS price



ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
SSQUAS	SQUASH	NEW GENERATION	7.95	6.25	
*SSTAQU	STAR QUAKE	BUBBLEBUS	7.95	6.15	
*SSTAQU	STAR QUAKE	BUBBLEBUS	7.95	6.15	
SSTARI	<del>STARION</del>	MELBOURNE HOUSE	7.95	6.15	
SDS	STEVE DAVIS SNOOKER	CDS MICROSYSTEMS	7.95	6.75	
SSTONK	<del>STONKERS</del>	IMAGINE	1.95	1.65	
SSUPPI2	SUPER PIPELINE II	TASKSET	7.95	6.75	5.00
SUPCH	SUPERCHES 3.5	CP SOFTWARE	8.95	7.60	
SSURCH	SURF CHAMP	NEW CONCEPTS	11.95	9.95	
SSWEWO	SWEVO'S WORLD	GARGOYLE	7.95	6.15	
*SSAS	SWORDS AND SORCERY	P S S	9.95	8.30	
*SARAKN	TALES OF THE ARABIAN NIGHTS	INTERCEPTOR	5.50	4.67	
STAPPE	TAPPER	SEGA/U S GOLD	7.95	6.15	
*STAUCE	TAU CETI	CRL	9.95	8.30	7.30
*STERRO	TERRORMOLINOS	MELBOURNE HSE	7.95	6.15	
*STEC	THE EVIL CROWN	MIND GAMES	9.95	8.30	
STGGS	THE GIDDY GAME SHOW	MIRRORSOFT	9.95	8.30	
*STHERA	THE RATS	HODDER & ST.	7.95	6.65	
STTG	THE TRADING GAME	FEEIAX	8.95	6.95	
STFH	THEIR FINEST HOUR	ARIOLA	9.95	8.30	
STHINK	THINK	ARIOLA	7.95	6.15	
STWIP	THREE WEEKS IN PARADISE	MIKRO-GEN	9.95	8.30	
*STHUND	<del>THUNDERBIRDS</del>	FIREBIRD	3.95	3.30	
→ TILER	TILER	INTERCEPTOR	5.50	4.70	2.00
*STIMSA	TIME SANCTUARY	LOTHLORIEN	7.95	6.15	
TIMEG	<del>TIMESATE</del>	QUICKSILVA	6.95	5.55	3.45
TITAN	<del>TITANIC</del>	R & R	7.95	1.95	
STOMOH	TOMOHAWK	DIGITAL INT.	9.95	7.95	
*TLL	TORNADO LOW LEVEL	VORTEX	5.95	4.50	3.45
TODSP	TOWER OF DESPAIR	GAMES WORKSHOP	7.95	6.75	
STRAAX	TRAAX	QUICKSILVA	5.95	5.05	3.25
STRANS	TRANSFORMERS	OCEAN	7.95	6.15	
TWTSP	TRAVEL WITH TRASHMAN	NEW GENERATION	5.95	4.95	
STRITR	TRIBBLE TROUBLE	SOFTWARE PROJ.	5.95	4.60	
TKVSP	TWIN KINGDOM VALLEY	BUG-BYTE	9.50	7.60	
UNDER	UNDERWURLDE	ULTIMATE	9.95	8.45	
URBUP	URBAN UPSTART	RICHARD SHEP.	6.50	5.55	
VALSP	VALKYRE 17	RAM JAM CORP	9.95	8.45	4.95
SVTK	VIEW TO A KILL (JAMES BOND)	DOMARK	10.99	9.40	7.95
SWANGU	WANTED GUNFRIGHT	ULTIMATE	9.95	8.30	
STWG	WAR GAME (THE)	FEEIAX	8.95	6.95	
WOTW	WAR OF THE WORLDS	CRL	7.95	6.45	
*SWATER	WATERLOO	LOTHLORIEN	9.95	8.30	
SWOEF	WAY OF THE EXPLODING FIST	MELBOURNE HSE	9.95	8.45	6.90
SWESBA	WEST BANK	GREMLIN	7.95	6.15	
*SWTMB	WHAM THE MUSIC BOX	MELBOURNE HSE.	9.95	8.30	6.95
SWILWO	WILLIAM WOBBLER	WIZARD	9.95	8.30	
SWINGA	WINTER GAMES	U S GOLD	7.95	6.25	
SWINSP	WINTER SPORTS	ELECTRIC DREAMS	7.95	6.15	
SWITCA	WITCH'S CAULDRON	MIKRO GEN	5.95	4.60	
SWIZLA	WIZARDS LAIR	BUBBLEBUS	6.99	5.40	
WORDG	WORDGAMES	GRIFFIN	7.99	6.45	
WORDS	<del>WORDSPELL</del>	GRIFFIN	7.99	6.45	
WCF	WORLD CUP FOOTBALL	ARTIC	6.95	5.55	
SWSB	WORLD SERIES BASEBALL	IMAGINE	6.95	5.40	
*SWSBBA	WORLD SERIES BASKETBALL	IMAGINE	7.95	6.15	
SWIP	WORM IN PARADISE	LEVEL 9	9.95	8.30	
WORSE	WORSE THINGS HAPPEN AT SEA	SILVERSOFT	5.95	4.75	
SWRIGG	WRIGGLER	ROMANTIC ROBOT	5.95	4.95	3.95
XADOM	XADOM	QUICKSILVA	6.95	5.55	4.50
*SXCEL	XCEL	PROG. TECH.	9.95	8.30	
SYAKF	YIE AR KUNG FU	IMAGINE	7.95	5.95	
ZIPZA	<del>ZIP ZAP</del>	IMAGINE	5.50	4.15	0.95
SZIDS	ZIDS	MARTECH	7.95	6.15	
SZORRO	ZORRO	U S GOLD	7.95	6.15	
ZZOOM	<del>ZZOOM</del>	IMAGINE	5.50	4.15	0.95



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## Price List

### HARDWARE & UTILITIES

ORDER CODE	PRODUCT TITLE	PUBLISHER	RETAIL PRICE	CLUB PRICE	BONUS PRICE
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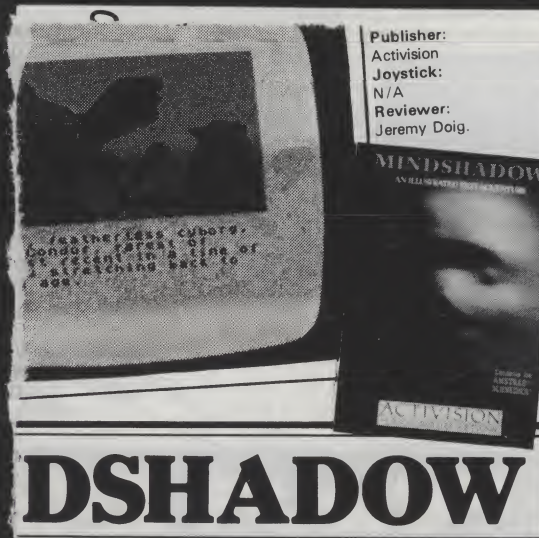
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TED RIDGE MBE,



Publisher:  
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Jeremy Doig.

simple, you could kick yourself for not thinking of the answer sooner. For example, how do you escape from a desert island when the sea is full of extremely hungry sharks, and the only boat on the island crumbles to sawdust when you touch it? Difficult, you think. Well, no, it isn't really. It is a logical solution that any marooned arsonist would think of (yes, that is a clue).

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## MINDSHADOW

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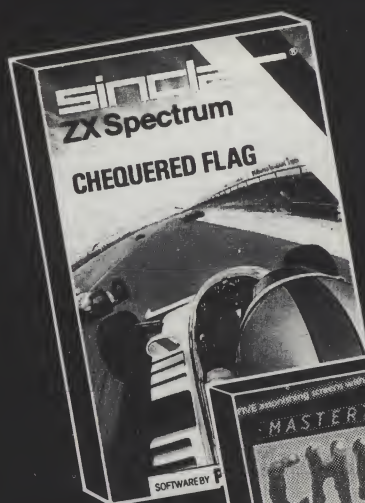
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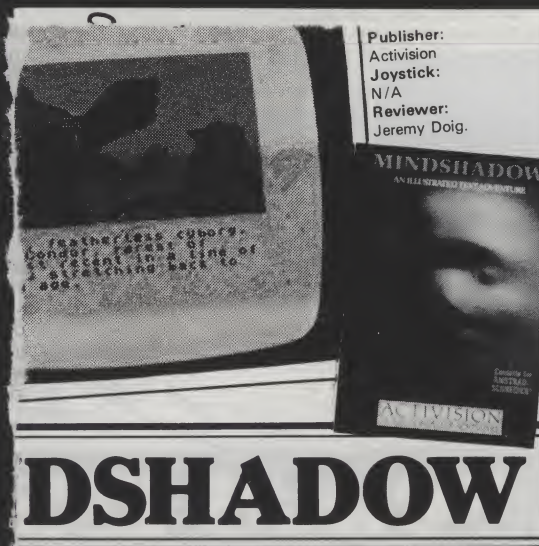
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Publisher:  
Activision  
Joystick:  
N/A  
Reviewer:  
Jeremy Doig.

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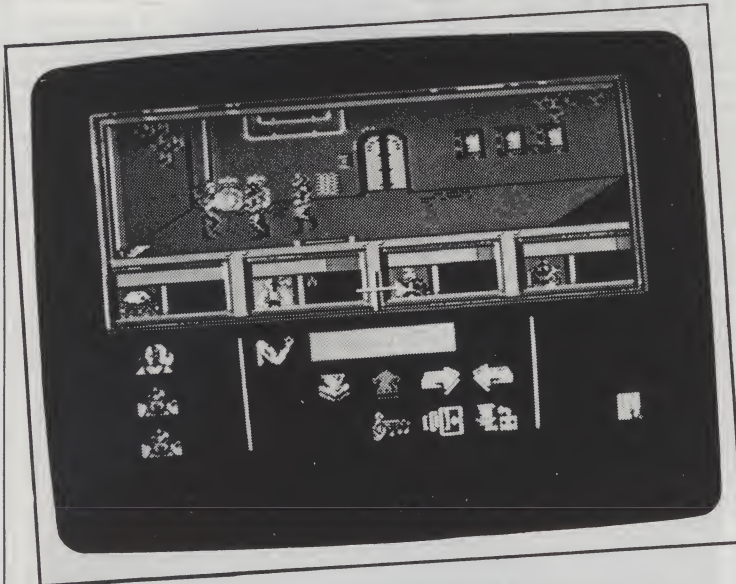
Mr. Software



# ENIGMA FORCE ENIGMA FORCE

The latest of **Denton Designs'** games to be published by **Beyond** is the long-awaited follow up to the highly successful *Shadowfire* (which, obviously, they also wrote). I have to admit that **Beyond** were fast becoming by bete noire of the software world with their recent offerings. **Superman** was downright terrible — arcane graphics which shook and juddered. And as for **Sordoron's Shadow**, well, that — to my mind at least — had hardly any difference in its graphics. Oh! for those halcyon days of *Shadowfire* and *LOM* I thought. Well, in *Enigma Force* my prayers have been answered. The standard is there in graphics, interest, finely wrought music...indeed all criteria on which a decent game should be judged.

**STORY LINE:** At the start of the game you find yourself — and your ship — safely crash-landed on an embattled planet. And yes, that wretched General Zoff, over whom you spilt so much blood not six months back, has escaped...again! But....what is it we can see? Is there the faintest glimmer of light at the end of the tunnel of doom? Could it be? Yes, to help you in your fight against all odds you have, tonight, folks...the combined prowess of the four-strong *Enigma Force*. Ooooh! Swoon; new heroes are born. Enough of the sarcasm and cynical histrionics. I'm not really poking fun; it's just that it's been one hell of a long time since a space (arcade) adventure had a truly original theme.



When I say you have the team to help you, I'm not giving the true sense of the game. You assume the role of any one of the four and control their every action — until the going gets too tough when, as they say, the tough get going. The intrepid four (watch it! — ed.) comprises: *Zark Monitor* — the team leader whose battle injuries have left him with many plastoid organs and a cybernetic arm — and *Syyk*, who is the number two and is heavily armoured. The third of the gang of four is *Sevrina aris* — some foxy chick this one — known as the mistress of mayhem whose talents include marksper-

sonship and locksmithery. The last but the most heavily armed is a combat weapons droid called *Maul*. He tends to!

**THE PLAY SCREEN:** is split up into two sections. The top half is the animation window in which you see the results of your commands being carried out. Enemy forces run on and attack your current character and so forth. The rooms are shown in 3-d with doors and corridors leading off various sides. To move from room to room your character must be perfectly aligned with the sides of the doorway or corridor walls. The bottom half, although not so devastatingly impressive, is far more important to the progress of the game than the top. All control is achieved with icons being selected or combined with objects

you hold. There are five different categories of icons and they are sectioned off. The most important icons are obviously the command icons which include take and drop, fight, activate (used in conjunction with objects held), load weapons and so forth. One of the most useful icon-driven commands is the so-called *mindprobe*. This allows you to move the character which you're controlling directly with the joystick. To choose the command you want, you must move the cursor over the appropriate icon and press fire. If you make a mistake, you can always nullify it with the amusingly-titled 'Oops' icon. The other categories of icon are: characters in location, movement and status icons, objects in location and objects held icons. Clearly, there are more than can fit on the bottom of the screen at one time, so *Denton Designs* have a wrap-round system. If you envisage a strip of paper with the icons on it wrapped into a tube shape, then you're half the way to understanding the system. When the cursor goes off one side of the screen, more icons scroll onto that side, whilst others are lost on the other.

**CRITICISM:** The game isn't all that difficult to get into. You can get around and do as much as you want in no time. The game is all the more addictive for this; some icon-driven games I could mention are not in the slightest bit self-explanatory. With *Enigma Force*, once you've been told what the icons mean — and most are very obvious indeed — you won't need to refer back constantly. This said, knowing when to do what takes much longer to find out. The object of the game, the recapture of Zoff, is not easy by any stretch of the imagination. This is an obvious plus. If the game were to be too easy then its appeal would wain in no time. That you can assume the identity of four very different characters, each with their own quirks, strengths and weaknesses adds an extra dose of spice. This is a first rate follow-up. The graphics are clear, move very smoothly and are realistically coloured. There is a very powerful music score which accompanies the game; marvellous and very well thought out. A professional musician, no doubt about that.

This is an undoubted winner. A classic. An absolute smash. A *Mr Software* stroke of genius, this one.

**Graphics:** 90% — clear, sharp, well animated.  
**Sound:** 93% — well written; a positive bonus to the game.

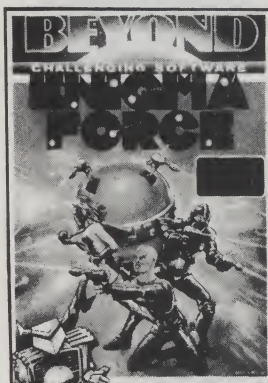
**Colour:** 90% — imaginative in its implementation.

**Originality:** 80% — it might be a follow-up, but its very different all the same.

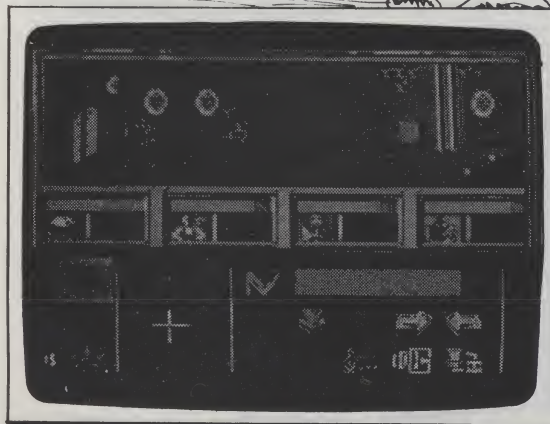
**Interest:** 85% — a lasting, constant challenge; for depending on what you do with whom (not in the biblical sense) enemies attack at different times and so forth...

**Overall:** 88% — marvellous in its scope, achievement and planning. This is the business.

**Order Codes:** Spectrum — SENIFO.  
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**Computer:** CBM-64, Spectrum  
**Category:** Arcade Adventure  
**Publisher:** Beyond  
**Joystick:** Essential  
**Reviewer:** Zachary Kant



# ENIGMA FORCE ENIGMA FORCE





**Discs of Death** is a game set in the 25th century. Your goal is to become Disc Warrior Champion and stay there. Having reached this goal a challenge comes in from a neighbouring planet...A battle to the death. If you can defeat the alien warrior there are many levels with added hazards to overcome.

The arena is displayed in a sort of 3D with two or three platforms at each end. These are what you stand on and you can also jump between these to avoid those Deadly Discs thrown by your adversary. Aiming your discs at your opponent is done by moving a sight at the back of the arena and then pressing fire when you wish to release the disc. If any are coming towards you and you cannot move away in time you may also deflect the disk and send it spinning away. You have three lives within which you must kill your opponent.

Graphics of the figures are fairly good but the arena is a bit overpowering colourwise. Sound is not brilliant. Playing the game is fairly hard to start with but soon you begin to predict the line of your opponents fire and the game becomes more playable. The two-player game is not against each other. Discs of Death is not exactly addictive.

Graphics: 60%.

Originality: 60% — a version of the Tron game.

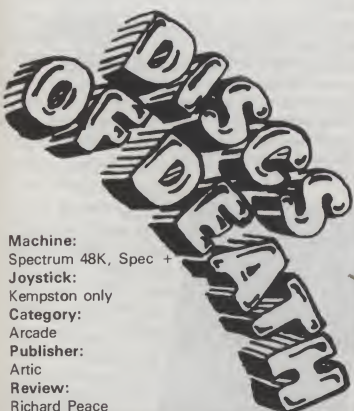
Sound: 50%.

Colour: 42%.

Interest: 65% — quite good fun after getting used to the controls.

Overall: 56%.

Order Code: Spectrum — SDDD.



Machine:

Spectrum 48K, Spec +

Joystick:

Kempston only

Category:

Arcade

Publisher:

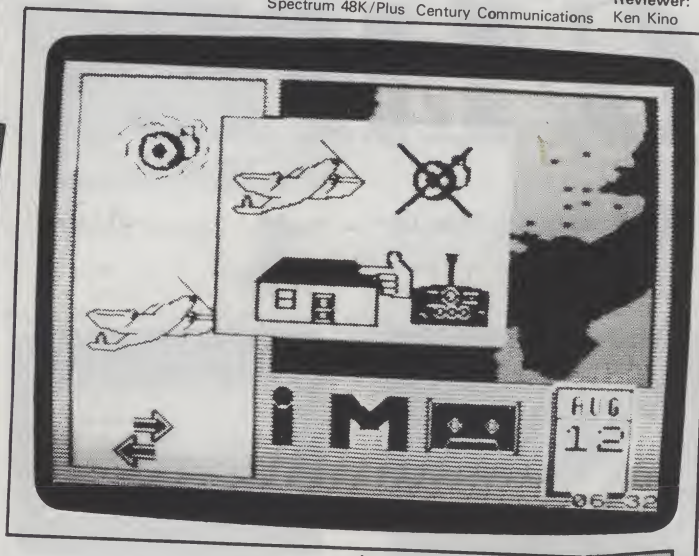
Arcic

Review:

Richard Peace

## THEIR FINEST HOUR

Computer: Spectrum 48K/Plus  
Publisher: Century Communications  
Category: War strategy  
Joystick: Kempston only  
Reviewer: Ken Kino

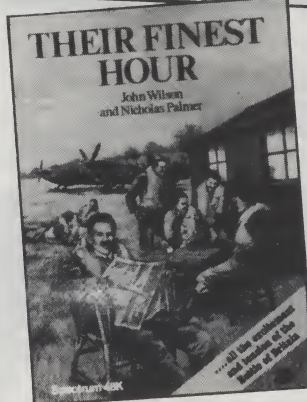


"I expect the Battle of Britain is about to begin. The whole fury and might of the enemy must very soon be turned upon us...Let us therefore brace ourselves to our duties, and so bear ourselves that, if the British Empire and its Commonwealth last for a thousand years, men will say, *This was their finest hour.*" — Winston Churchill, June 1940.

If the *Mr Software* reviewers had had anything to do with strategic air defence some 45 years back, we'd still be under German rule!! Well, though the empire was to vanish soon after Winnie said his immortal words and though the Commonwealth has changed since the 40's, he was probably right with this being the finest hour of the war. Let's not indulge in odious jingoistic overtones here; let's look at the offering from a company most of us have never heard of before, Century Communications. Oh! We've just remembered the **Fourth Protocol** — now that was excellent.

As you wait for the code to store itself neatly in RAM, a newspaper style picture of the ol' cigar-smoking bulldog stares patriotically out at you. A very, very good likeness; must have been done with a graphics tablet or the like.

**INITIAL OPTIONS:** The game is almost entirely icon-driven; there are not that many options but certainly enough, if you see what we mean. The decisions, though not that complex in themselves, can be made to make up a very complex matrix of defence. The initial options, represented by beautifully executed icons, are for keyboard control — or joystick — clock (which controls the length of battle — one day or complete campaign — and the pulse rate of how fast the minutes pass; the rate is from 1 to 255, 1 being the fastest; there is a default value of 50 and 70 is a good one to start with; the longer the time, the longer you have to install more anti-aircraft guns and move planes from airfield to airfield), M(ain) which starts the game and a cassette, which allows you to load up a previously saved scenario.



**WEATHER REPORT:** it being the twelfth of August, 1940, you must see what the weather is going to be. The clearer the weather, the quicker your radar can pick up the Luftwaffe planes, but then the more easily the Luftwaffe squadrons can reach and strafe your airfields and ruin planes before they can be scrambled. In all the time we tested the game, the weather was good and clear.

**INTELLIGENCE ASSESSMENT:** of enemy strength is the next thing you must investigate; this is looked at every day of the battle and at the end. There are various classes of planes: the Me109s (fighters) and Me110s (fighter bombers); there are various other classes of bombers, the He111s, JU88s and 87s (stukas) and DO17s. These range in heaviness and effectiveness; the heavier the strafeing capability, the slower the planes and the easier they can be shot down by your anti-aircraft installations. When you assess the enemy strike power, a window of initial numbers and current numbers of fighters and bombers are shown over a different picture of Winnie with a pork-piesque hat. "Never, in the field of human conflict have so many..." and all that sort of stuff.

**TOPOGRAPHICAL REPRESENTATIONS:** You see a map of the South of England with the main targets marked out; there are six radar stations (marked as five dots,

as on a di), nine ports (represented by anchors) and ten air bases (marked by dots surrounded by squares). To zoom in over the area, you move the joystick (or the eight cursor keys Century define) around, moving the cursor over any of the 4 quadrants that go to make up the South of England. To zoom in, you must press fire. To go back to the larger, smaller-scale map you press fire once more.

**DEFENCE PLAN:** You can install anti-aircraft installations, move planes around and so forth. To install them, move the map cursor over a radar station, port or air base, select the sort of defence you want — and you must be very thorough in your protection of the south of England — by moving the option cursor over the choice icons with the space key and choose with the enter key. You can place anti-aircraft guns down, and move planes as mentioned before. Not only this; on days after the first, you can institute repairs, take information on how badly damaged areas are, load a pre-saved situation from tape and now, at last, you can enter your finest hour.

**BATTLE:** starts at 6:00 on 12/8/40. During the actual German offensive, there are further options available. As you see German planes arriving, you can give an alarm call — global or local — to the huts, plane cockpits and the planes in toto. The last three are no good once the planes have taken off. You can move aircraft — or, if you feel like giving up, you can. When you first play, you will receive frequent irate memos from the War Office (well, at least they're honest as to what it's all about!) You can take reports on the progress of raids; you can see just how much flak — and I use the term quite correctly — the enemy bombers are giving you.

This is not a flight simulator; it is a high quality, well designed strategy game. You will, at first, receive very many casualties from the Luftwaffe. You have the chance of feeling all the tension of the commander of air forces. Your pulse will race, but in your first few attempts you'll just laugh — for you'll get deployment so terribly wrong! After our first game, we were called to Winnie's bunker; he informed us that "The cabinet will accept your resignations". Things don't change in the ministries, eh? Especially when they've got anything to do with defence — or war, as it is called here.

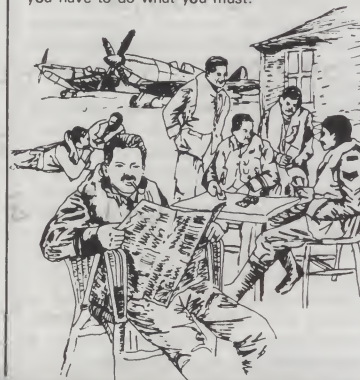
Graphics: 85% — well designed; good feel.

Sound: 60% — minimal.

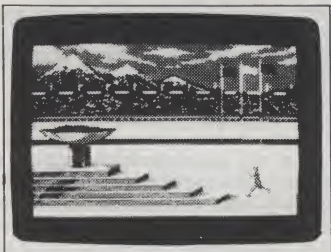
Colour: 70% — well used, if sparingly.

Originality: 80%.

Interest: 83% — keeps you on edge for a long time; the faster you play, the less time you have to do what you must.

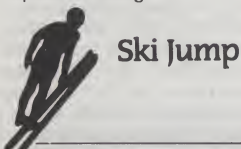






The *Epyx* gem of the winter sports has now moved from 6502 (or should we say, more correctly, 7501?!) to Z-80. Yes, the highly successful *Commodore* game, *Winter Games*, has now been released on the Spectrum and Spectrum Plus. It will, *U.S. Gold* (who market *Epyx*' products in the UK) tell us it will be no time before the Amstrad version is out. This is hardly surprising since the CPC range are based around the Z-80A chip too, (like the Spectrum, if you thought I was being obscure!)

Not only has the program undergone a very successful translation but it has also ironed out one of the major faults of the CBM-64 version — namely the most irritating obligation to load every discipline every time you want to compete in it. *Epyx* have split up *Winter Games*' ten constituent events into two days of competition — very sensible move this. The first day involves the Ski Jump, the Hot Dog Aerials and Speed Skating.



### Ski Jump



**SKI JUMP:** You stand at the top of the ski runway in the jump tower. Every gust of wind chills your body. You also know that before long you will be even colder as you hurtle down the runway and glide through the air. There are two screens in this event. The first is a side elevation of the runway with you at the top. Hit the fire button to begin your descent and hit it again when you reach the take off point. Fail to hit the button the second time and you will end up in a nasty mess at the bottom of the runway! The second screen shows the landing area, the crowds waiting for your arrival. In the upper right-hand corner is a small screen showing your skier in flight. You must watch your skier carefully as he may lose control. You must correct him as he may lean too far forward, too far back, he may bend his knees or he may cross his skis. If you do not correct his flight quickly he will be affected by wind resistance and on landing he may fall in a tangle of flailing arms, legs and skis. A good jump along with a decent jump style will score a respectable 200 points.

# WINTER GAMES



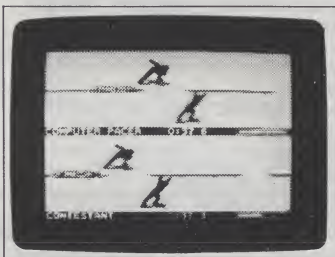
### Hot Dog Aerials



**HOT DOG AERIALS:** Standing on a slope, you can see the lip that will send you flying into the air and now you must perform your dazzling display before the crowds. You have a choice of using four stunts, daffy (doing the splits in mid-air!), back scratch, mule kick and swan or you can use a back or forward flip. It is important that you place the joystick in the land position before you hit the ground. Failure to do so will result in some nasty falls, one of which leaves your skis implanted vertically in the snow! One stunt and one flip or two different flips will earn you a maximum of ten points.



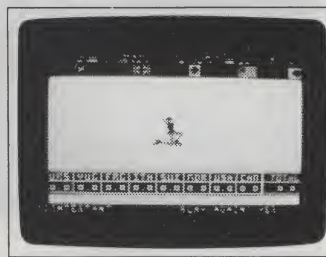
### Speed Skating



**SPEED SKATING:** Standing on the wide expanse of ice you wait for the starter's gun. You know that being a speed skater you are the fastest self-propelled human being over level ground, possibly reaching speeds of 30 mph. You start by trying to get a good 'grip' on the ice for a quick start. Once you get going it is important to keep up a good rhythm and pace. This particular race is very much similar to the rowing in *Summer Games II*, moving the joystick from left to right and therefore keeping good timing. The second day is made up of figure skating, the bobsled, the biathlon, and freestyle skating.



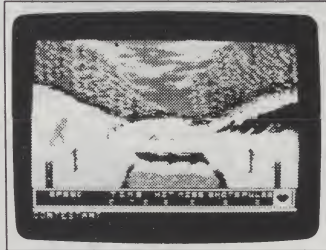
### Figure Skating



**FIGURE SKATING:** Test your agility and grace of bodily movements as you glide across the ice rink. The skater can perform one of eight different Figure Skating moves. You have one minute in which to perform seven compulsory moves. The moves are Camel Spin, Sit Spin, Double Axel Jump, Triple Axel Jump, Double Lutz Jump, Triple Lutz Jump and Camel Into Sit Spin. The other two manoeuvres are backward and forward skating. When skating forwards the athlete can only perform Double and Triple Axel Jumps and has to be skating backwards to perform all the other moves.



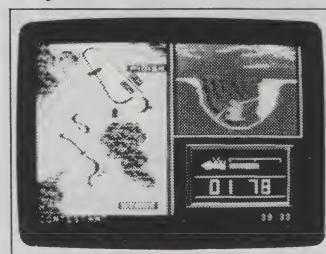
### Biathlon



**BIATHLON:** This is a race involving cross-country skiing and .22 calibre rifle target shooting. The cross-country skiing is very scenic and involves uphill and downhill skiing. The uphill skiing is the only point in the game that requires vigorous jiggling of the joystick. As you ski through the countryside you will come across five sets of targets. You will have to load your cartridge and try to hit the target. But, alas, all the strenuous skiing has made your heart beat faster and this will affect your accuracy, so it is advisable to calm down before you start shooting. A miss will add a five second penalty to your final time. The winner is the one with the fastest overall time.



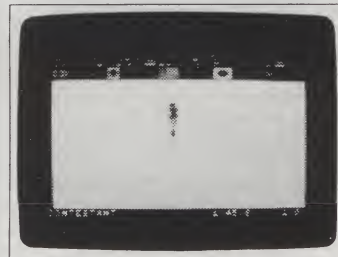
### Bobsled



**BOSBLED:** You know what the run looks like, but every time you hurtle down the ice track, it is somehow different from last time. The screen is split into three parts. One part shows an aerial view of the track and your progress down it. Another part shows the speed at which you are travelling. The last part is the screen where the action takes place. It shows a sectional elevation of you careering down the track. Be careful not to steer the wrong way because if you climb too high up the banks the sled will roll.



### Free Skating



**FREE SKATING:** This is the same as above but you have two minutes in which to perform successfully 3 attempts at the seven Figure Skating moves.

**OVERALL:** The title screen gives you a marvellous foretaste of what you're in for. You see an alpine resort with little chalets, pine trees and snow-peaked mountains. Very pretty. The graphics are smooth, highly polished and detailed. The harmonised tune is a delight, but it stops when you are actually competing — fortunate that! A delight to play, hard to master. There are a good string of options — compete in more than one, all or just one of the events, train and so forth.

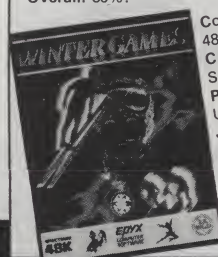
**Graphics:** 93% — excellent graphical definition and animation.

**Colour:** 85% — great incidental graphics; man is usually white.

**Sound:** 80% — good tune.

**Originality:** 90% — one of the first winter sports' simulations; look out for *Electric Dreams*' forthcoming rival.

**Overall:** 86%.



**Computer:** 48K Spectrum / +  
**Category:** Sports simulation  
**Publisher:** U.S. Gold  
**Joystick:** Essential (Kempston and Interface II)  
**Reviewer:** Kenneth Kino

# WINTER GAMES



Sir Fred is an excellent arcade adventure with 58 different game patterns each of which has an individual solution. The object of the adventure is to rescue the Princess from the evil castle of Sir Hugh D'unny, black Knight. Since Sir Vival, Sir Prize and Sir Spender are out on a quest, the King has chosen Sir Fred, the only Knight left, to attempt the rescue.

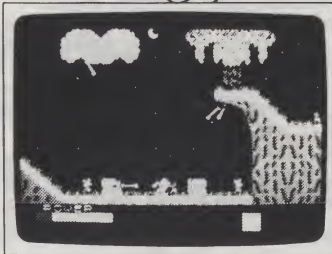
#### Controlling Sir Fred

Sir Fred's movements are extremely realistic. He has his own inertia and he will speed up as he runs, fall downstairs if he is going too fast and hurt himself if he crashes into a solid wall. This also means that in order to jump a long way he needs to build up speed first. Six keys are used to control Fred's actions. Up and down keys on land perform Jump and Crouch actions and allow vertical movements when hanging onto a rope or vine. Left and right keys move Fred in the horizontal direction enabling speed to be built up for jumping or just for exploration. The two other keys are used to manipulate objects. The first, known as the "select" key moves a yellow box over four areas at the bottom of the screen (these are like your pockets). If when pressing "select" you are over an object then it will be added into your inventory and will be shown in that box. The other key is known as the "use" key and enables collected objects to be utilised. Some objects may be used anywhere, some may only be used in certain places, some can only be used once, and others have an infinite or limited life span.

#### Jumping, Using Ropes And Swimming

During the adventure Sir Fred will have to make use of all these actions. Jumping requires good timing and can often lead to a loss of power and eventually death — if you make a huge leap and crash into an overhead stalactite for instance. Higher jumps can be made by crouching first and then jumping, which is useful for attempting an escape from the dungeons. Ropes are found throughout the rooms and are usually used after

## Sir Fred



jumping for them. This causes them to swing from left to right and can be used to your advantage. If you climb onto a stationary rope then it can be made to swing by pressing the left and right keys rhythmically. Ropes usually offer a fairly safe entry into new areas of the castle but can be a hindrance if you accidentally jump off one from a long way up. Frequently many areas outside, underneath and even in the castle are submersed with water. Here Fred will need to swim. Once in the water Fred's control keys change their function. He adopts a swimming position in the water and the left and right keys allow him to swim in a particular direction. To swim forward, however, the key must be pressed to give thrust and then released. This provides a very realistic control and it can be difficult to swim fast at first. Position in the water is changed using the up and down controls. Keeping one of these pressed allows Sir Fred to dive down or surface. Unfortunately the moat and other waters of the castle are not usually empty. Lurking in the weed there may be an octopus or more usually a Pirahna which can certainly bite chunks off your life power.

#### Combat with the Guards

On his travels, Sir Fred may come across various objects which can be used as weapons — a sword is probably the most obvious — ranging to stones which can be thrown at some of the smaller

creatures.

Sword fighting is excellently done and again this is hard unless you have a lot of power left. Once the sword has been selected by means of the "use" key Fred can attack, defend, and move his sword up and down to parry his opponents blows. To parry an attack the sword must be placed at the same level as your opponent and if you are successful you have a short time for your attack. The first to move takes the initiative. In order to kill your opponent you have to stab him three times, unless he's cornered in which case you only need one hit. Remember not all inhabitants are hostile.

A bow and a quiver of nine arrows can also be found in the castle. Pressing the "use" key when over the bow causes Fred to crouch into a shooting stance and keeping it pressed makes an arrow move through four different positions. Releasing the "use" key fires the arrow. If you miss your target then the arrow will most probably stick into the woodwork.

Stones are thrown in the same way as arrows are fired except the longer the "use" key is pressed the further the throw will go. The path the stone follows is like a projectile.

#### The Difficulty

To start off with, keeping Fred alive is a great problem. You have a certain amount of power which goes down if you run into a wall

or jump from a great height. After playing the game for a while though you begin to avoid trouble and your power remains quite high. If it does get low you may be able to find a certain object (which is fairly obvious) which allows you to regain some of that power.

Problems of how to use the objects take quite a long time to work out but a little trial and error can yield a great deal. Our advice is to keep at it, because at one stage we got really stuck but perseverance led us on to a whole new area of the castle.

#### Comment

This game is really well presented, the graphics are superb and colour is used well everywhere. My only criticism is that sometimes when you pick up an object it replaces one that you're already carrying and the one which you were carrying disappears for good instead of being swapped as stated in the instructions. Even so, a little care can prevent that happening and you can continue your quest unhindered.

**Graphics:** 89% — Colourful with good animation and backgrounds.

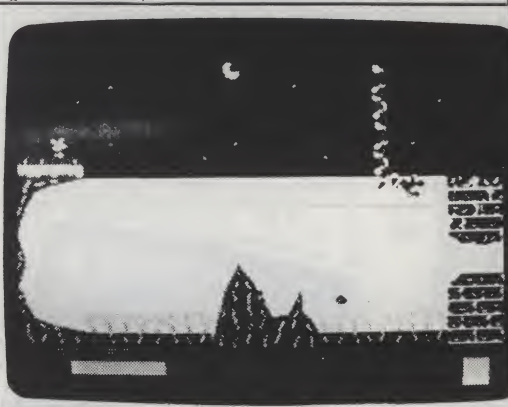
**Originality:** 95% — Original control with inertia and different movements such as swimming and fighting in one game.

**Colour:** 78%.

**Sound:** 60% — Could be improved but adequate.

**Interest:** 97% — The best arcade/adventure we've played for a long while.

**Overall:** 93% — Excellent!

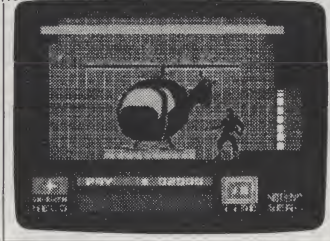


**Machine:** Spectrum 48k Spec +  
**Joystick:**  
**Kempston, Sinclair**  
**Category:** Arcade Adventure  
**Publisher:** Mikro-gen  
**Review:** Richard Peace

## SABOTEUR!

You are a highly trained saboteur who has been selected to infiltrate an enemy computer installation disguised as a warehouse and secure the possession of a floppy disc which is about to download information to surrounding security stations. As you arrive in your rubber dinghy you know only that a time bomb is hidden somewhere in the building and that the computer centre is underground. You have two options — get the disc and escape by helicopter before the information is downloaded or get the time bomb, swap it with the disc and then escape by helicopter. The building is guarded by many vicious dogs and guards armed with machine guns. Fortunately you've been trained in the martial arts and can perform high flying kicks which are very effective. You can also crouch to avoid kicks aimed at you. Objects can be carried using a pick up control and can also be swapped with other objects, thrown (up, along or

**Program:** Saboteur  
**Machine:** Spectrum 48K/Spec +  
**Joystick:** Kempston, Protek, Sinclair, Downsway  
**Category:** Arcade  
**Publisher:** Durell  
**Review:** Robert Price



down) and dropped. In various instances you may need to jump over the lift shaft for instance, and this is done by pushing the joystick to the required diagonal. Once you've found the

underground centre — using the mini-trains — and secured the disc, you can make your way to the roof and into the helicopter. This involves jumping across the roof ganntries.

The game offers nine skill levels ranging from very easy to extremely difficult — so all arcade levels are catered for. The graphics are very large and clear (they also move very fast for their size). Colour is used in all screens, green for the warehouse and blue for the sewers.

Overall the game is a very good bash-them-up with a good objective which becomes very hard in later levels. You can re-build your stamina by standing still on the flat which means that you can survive for longer but of course the time to download keeps ticking down. Recommended.

#### Ratings

**Graphics:** 86% — Very large and fast for their size, dogs and guards are excellent.

**Originality:** 80%.

**Sound:** 57% — Just kicks and throwing object sounds, running is not over impressive.

**Colour:** 50%.

**Interest:** 79% — Very enjoyable to play.

**Overall:** 83%.

**Order Code:** SSABOT.

#### COMPETITION WINNERS

With the release of Tomahawk on the Spectrum it seemed an appropriate time to announce the winner of our Digital Integration Competition to find the earliest advertisement to find the earliest advertisement for this product. It in fact appeared in simultaneously the September 1984 issues of Crash and Sinclair User. The winner of this competition is **Keith Robinson** of Sheerness, Kent. Moving on to the Wordsearch Competition, the three winners who each receive a Casio Car Watch are:

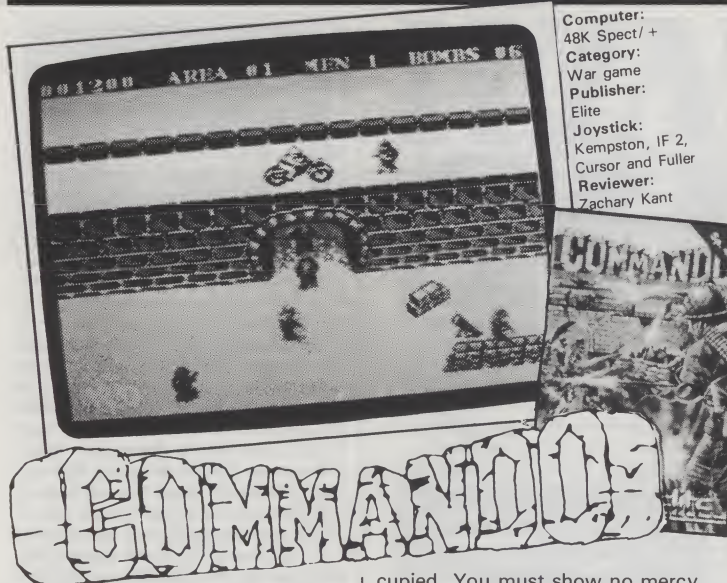
**Sean Hopkins** — Portsmouth, Hants.

**A.J. Collier** — Plymouth, Devon.  
**A. Williams** — St. Austell, Cornwall.

Mr A.J. Collier came the nearest to the possible total of 34 titles with an entry of 33 correct ones. The winner in our "Spot the Ball" competition is **Ian Nicholson** of Middlesborough, Cleveland. He correctly guessed that the ball was in N2 and received £50 of software vouchers for his winning entry.

**Andrew Best** of Newcastle-on-Tyne receives £5 worth of software vouchers as a runner-up prize.





Computer:  
48K Spect/ +  
Category:  
War game  
Publisher:  
Elite  
Joystick:  
Kempston, IF 2,  
Cursor and Fuller  
Reviewer:  
Zachary Kant

Another one-man army game here; in the mould of **Rambo** from *Ocean* but based in a European scenario — possibly in France in the eighties. You assume the role of Super Joe (wince, groan, whine) the crack combat soldier battling against all odds to defeat a massive army of advancing forces. You have but an M60 (isn't that in Scotland? — ed) machine gun and six grenades per life (of which there are six). As you run across the screen, mortars, grenades and dynamite rain down on you from the skies. Enemy bullets come in fast streams from haystacks from behind rocks and from daring enemy out in the open. You have many obstacles to pass besides the sharp-shooting enemy: rocks, lakes, trenches and cliffs — all of which may be oc-

cupied. You must show no mercy nor must you retreat. Collect grenades from deserted out-posts as you forge your way further and further in. On and on, relentless and carefree, until the final frontier — the enemy fortress. The game, written by *Elite*, has been produced with help from *Capcom* to produce the closest possible copy of *Capcom's* arcade game which is also called **Commando**. There has been great success in this attempt. Not only is the game a very close copy, it also stands up very well against the other games of this genre — **Rambo** and **Who Dares Wins II**. **GAMEPLAY:** You start off somewhere indeterminate in the enemy territory. The idea is to forge northwards, avoiding the constant barrage of hardware that's being aimed at you. There

are a very large number of enemy on screen the whole time. These dire straits are alleviated to a large extent by the very effective machine gun. This fires in the direction that the hero of the piece is moving in. You can achieve a spray of machine gun fire by rotating the little man. He is a four character sprite who, like the enemy, is well drawn and clearly animated. Grenades are hard to judge as far as accuracy goes; they loop and curl, exploding on impact with the ground. It is not difficult to find other grenades that lie randomly. The current tally and score — based, we imagine, on the number of enemy killed and the distance progressed — sit on the top line of the screen. The obstacles are well driven. The bridges, tunnels, walls and lakes — along with the cliffs — have been given great thought. The action is always lively, always colourful.

**OBSTACLES: Level One** — few soldiers and motorbikes. **Level Two** — the same plus a tank, bazooka-armed soldiers and an armoured car. **Level Three** — level two plus more bazookas, armoured cars in greater numbers and trucks that drop many soldiers and a guard tower with a machine gun as armament. Those extra-special touches that take a mundane — if well produced — game into the super-league are there too. When you approach the first gate, a 'firing squad' is seen. As you go to one side of their positions, you see them move out in line and start to fire wildly. When your little character goes through gateways and short tunnels under the raised roadways, two or more enemy run through, firing. The section of the

game in which you go through a whole nest of sniper positions is tricky and you find yourself being fired upon from all angles. The music is well thought out and fitting. The action noise is minimal but in any case unsuitable for the heat of the moment. Not only is the game first rate; the title and information screens are very professional and finely-wrought. Featuring excellent accompanying sound, there is one astounding effect. The word 'Elite', written as is on their products, spins through 180 degrees, from reverse upside down to its more usual orientation. The options are clear and it's always obvious what choice you've just made and what options there are. When finally you make it through to the barracks, Super Joe shoots the hell out of the soldiers who have been hampering his progress for so long. As he does this, there's a marvellous machine-gun crack as the soldiers disappear from their windows and are replaced by flames. Justice prevails...at long, long last.

The only criticism I can find is that the Kempston interface refuses to work. Interface two went OK as did the cursor and Fuller options. Might be just because this is a pre-production, review copy. The other major criticism is that there is a slight lack of screens — but not that much of a lack. A winner.

**Graphics:** 90% — plenty of thought; good animation.  
**Sound:** 75%.  
**Colour:** 90% — very colourful with just a few clashes.  
**Originality:** 80%.  
**Interest:** 85% — a difficult, but superable challenge.  
**Overall:** 84%.  
**Order Codes:** Spectrum — SCOMMA.  
C-64 — CCOMMA.  
Amstrad — ACOMMA.

*Ultimate Play the Game* must have changed their packaging more often than they've released a game! (Only joking). First, there was the normal library case with inlay and cassette. Then came the cardboard boxes with massive instruction manuals. And now, as one year turns into the next, they start using the *Epyx* format — a box big enough for two cassettes, but usually (as in this case) containing only one. The inlay card is very glossy indeed; we have all the trimmings we've come to expect from one of England's best software houses in this release. You might think that an 'at the *OK Corral*' type game was the last sort of product *Ultimate* would have released. They started in those early days of '83 with esoteric, highly individual and original ideas. **Cookie, Pssst;** then **Atic Atac**, **Lunar Jetman** and then, more recently, the *filmation* and *filmation* 2 series of **Knightlore** and **Alien 8**. So why, you are still probably wondering, have *Ultimate* gone for a version of that ol' arcade classic, **Gunfight**. Well, that's not really what it is! That explains it. What we have here is a *filmation* two program merely set in the wild west. Brilliant and innovative as this technique was when it made its first appearance, we think we're not being unfair when we say that yet another release like this is expecting a bit too much brand loyalty from a market which is all too aware of a lack of originality and develop-



Computer:  
48K Spectrum/Plus  
Category:  
Arcade Adventure  
Publisher:  
Ultimate  
Joystick:  
Kempston, Interface II,  
Cursor  
Reviewer:  
Ken Kino

ment. That's not to say that this isn't a good game; far from it. It's just that the technique of movement is all too familiar. **SCREEN LAYOUT:** This is one of the biggest drawbacks of the whole game, and since it is a cartoon graphic arcade adventure, this is a major fault. It is very well set out. Down the left hand side there is a most authentic wanted poster for Buffalo Bill. Next to that, in the form of a bordered square, and occupying about one third of the screen, is the action window. Here you see the character you control, the new sheriff of this wild town of Black Rock. But you don't see much of the buildings because of the drawing technique. Whenever your character would go out of sight because a wall would be in the way, the wall is *demolished*. This

technique leads to the end result of not very much architecture to see at all. Lines representing the foundations of the walls are shown in 3-d. But this isn't the same. You see the dames of the town walking around, the baddies and the rocks and cacti. But the buildings, though they're good whilst they remain standing, are all too disappointing when they vanish! More often than not, you just see a ground plan — and a very boring one at that; just square rooms with door gaps where there are doors and that's that. Below the action window, which is also too small — for you can't see enough action — is a bullet chamber which empties every time you fire. Next to this is a window of information. This tells you how much bullets, horse hire and fines are. **GAME PLAY:** The game starts with bags of swag falling down over the then blank action window. You must hit as many of

these as you can. Each is worth one hundred dollars. The more swag you can bag, the longer you last out. For bullets vary in price from 5 to 10 dollars, horses (which are really hobby horses and allow you to go at double speed) either 50 or 75, and the fine is usually set at one hundred. You must go around the town, shooting baddies, avoiding the dames (if you shoot them you lose 100 dollars; if you touch them you lose one of your three lives) and cacti, collecting your salary in the form of 100 dollar bags of loot, having quick-draw shoot-outs with hardened criminals, apprehending baddies and gangs — for which rewards are given — and keeping aware of the movements of the tough guys by means of the telegram service. The movement technique, as we said, is nothing new to *Ultimate's* fans. The challenge may be sufficiently new and well implemented to give this game some lasting appeal. The graphics, for all the faults of the 3-d windowing system, are smooth and neatly drawn. The monochrome avoids colour clashes. The sound is simple as with all of *Ultimate's* previous offerings. The tune at the title screen is evocative but also simple. The gun fire noise is excellent. **Graphics:** 70% — not a new technique; poor system when moving behind walls.  
**Sound:** 60% — minimal as ever.  
**Colour:** 50% — unimaginative in actual game play; the surrounds are well done.  
**Originality:** 60% — remember *Knightlore* and *Alien 8*?  
**Interest:** 80% — the shoot-outs are tricke (good implementation of the gun-slacking idea)  
**Overall:** 64% — déjà-vu.  
**Order Codes:** Spectrum SWANGU.

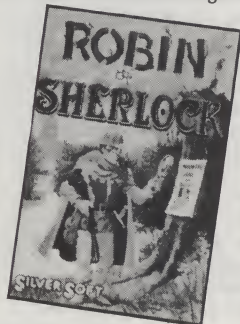


Thumbing through the February issue of *Crash* we noticed in the Hot Line Top 30 that **Lords of Midnight** had jumped from 28th to 10th position and Monty Mole had come straight in from nowhere at number 21. "Hang on a second," we thought, "we must have picked up the February 1985 issue by mistake!" But no — a double check revealed this was definitely the 1986 issue. Now we know that this chart is based on reader's votes, rather than sales, but do they so seriously expect us to believe that in February 1986 Monty Mole is more popular than, say, Alien 8, School Daze or Starion? Perhaps you think so. Let us know.

Anyway, on with the main business. There were so many releases in the three week run up to Christmas that the Magazines are simply packed with reviews and consequently our extracts have to be a little shorter than usual. *Imagine's* latest *Konami* conversion, **Mikie** seems a controversial game. *Crash* gave it a "smash" rating with an overall 93% describing it as "terrific — right from the start Mikie is a professional, colourful, graphically brilliant tuneful bonanza". *Sinclair User* were not so impressed awarding just three stars and commenting that it "may prove as much a test of patience as of skill". We won't dwell long on **Lord of the Rings** which has inevitably



received wide acclaim all round (except from Mr Software — Ed.) *Sinclair User* give it the five star treatment describing it as "essential equipment for any adventurer". Whilst on the subject, *Level 9's* new **Worm in Paradise** gets a mega game rating from *Your Sinclair*. They rate it nine out of ten for playability, value for money and addictiveness. **Robin of Sherwood** from *Silversoft* gets 7



out of 10 overall from *Crash* and *Activision's* **Mind Shadow** is awarded a *Crash* Smash with 9 out of 10 overall, while **Swords and Sorcery**, the latest adventure from PSS, "became remarkably compelling in time..." to *Sinclair User*. They rated it four stars. All the magazines have gone overboard about **Sweevo's World** —

# What The Papers Say

the latest offering from *Gremlin Graphics*. *Computer and Video Games* rated it Game of the Month in their February issue, describing it as "the funniest cartoon adventure you'll ever take part in". *Sinclair User* give it a five star rating emphasising that it's "£2 cheaper than the top of the range *Ultimate* stuff...buy it and enjoy it. *Crash* tell us that "the speed of the game is breathtaking and



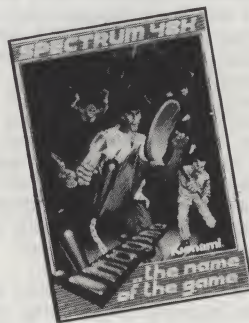
leaves **Fairlight** standing still". They give it 95% overall.

*Ultimate* have taken a bit of a bashing recently and it's nice to see them fight back (excuse the pun) with their latest release **Gun Fight**. It's a *Crash* Smash with 92% overall and the conclusion that "out of all the recent *Ultimate* games, this is the best". *Computer and Video Games* are not quite so enthusiastic with ratings of 8/5/7/8. They are worried that "all the frills and pretty graphics don't make it worth £10".

*Micro-Gen* appear to be on to a winning streak with both **Sir Fred** and **Three Week's in Paradise** achieving high ratings. *Sinclair User* rate the latter a "Classic" and naturally give it five stars. They tell us "it's a pleasure to play" but we don't think Claire Edgerley meant what she said when she concluded "I would recommend it to any Wally mad enough to buy it!". If you recommend it Claire, but you think people are mad to buy it, then how else are they to get hold of it? *Computer & Video Games* rate this one 10 for graphics and 9 for playability. They add that "Wally could win over more fans with this graphically impressive arcade adventure". **Sir Fred** is described by *Sinclair User* as being "reminiscent of the Wally epics, though the graphics are not as big, bright or colourful. That, however, is more than made up for by the lack of attribute flicker and realism of movement". They back this up with a five star rating.

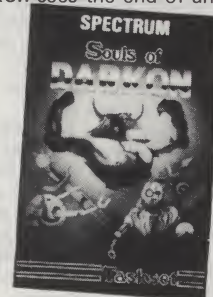


Still the sports simulations keep rolling. **Barry McGuigan's Championship Boxing**, *Activision's* latest addition to the pack, appears to be the best. *Sinclair User* give it a five star rating, and *Crash* rate it 88% overall, both magazines telling us that it's the "best boxing simulation on the market". Only *Your Sinclair* give it a slightly lower grading with 8 out of 10 overall. **International Karate** gets a blitz rating from *Computer and Video Games* who say it's a winner with its international backgrounds and terrific speech". *Crash*, however, say that **Yie Ar Kung Fu** is "easily the best of the



Spectrum martial arts programs". They do however comment that "the game tends to be a bit too easy" and *Sinclair User* agree that "it is not too hard to beat and you should have no trouble in attaining the title". *Crash* give this one 92% but *Sinclair User* award only three stars. They give a lower rating still, just 2 stars, to **Winter Sports** from *Electric Dreams*. They dismiss it as "one of the weaker simulations we've seen". Battle rages between **Commando** and **Rambo**. *Sinclair User* say of *Commando* that it's "powerfully addictive...fast and furious action, plenty of excitement and just the right blend of surprise in seeing how far you can get without losing all your lives". *Computer and Video Games* went a step further by directly comparing the two games and *Commando* won. In a similar vein, but with more strategy involved, *Lothlorien's*

**Arena** achieved a five star rating from *Sinclair User*. They noted that "it certainly gives an old mindless shoot 'em up a kick in the pants by adding a brainy element". Sadly, the release of **Souls of Darkon** sees the end of an era as



the publishers *Taskset*, have ceased trading. They've produced some brilliant games in their time, particularly on the *Commodore*, but this latest only rates 3 stars from *Sinclair User*. Space is running out so on to a quick round-up of the other reviews this month. *Beyond's* **Enigma Force** gets the 5 star treatment from *Sinclair User* who say it's "certainly easier to play and more immediately attractive than **Shadowfire**". **William Wobler** is described by *Sinclair User* as "a pain in the elastic neck...most unexciting". **Ariola's** **Think** gets a blitz rating from *C&VG*, five stars from *Sinclair User* but only 7 out of 10 from *Your Sinclair*. "60 screens worth of pizzazz is how *Computer and Video Games* rate *Elite's* **Roller Coaster** and *Domark's* **Gladiator** gets the thumbs up from them too with ratings of 9/7/9/9. **Zoids** from *Martech* is yet another *Crash* Smash with 96% overall, but *Mastertronic's* **1985** gets a major thumbs down from the same magazine with just 21% overall. Finally, we reprint below a symbol that appeared in the latest issue of *Crash*. We don't think it quite means what it says!





## Reviewer's Choice

In recent times, *Thor Computer Systems* (who previously traded under the name of *Odin Computer Graphics*) have released two absolute gems. The first, set in Saxon England, is **Robin of the Wood**. This combines first rate graphics — highly detailed, smooth and really very attractive — with a task which is by no means easy. The ultimate quest is to turn up to the sheriff of Notts Forest's contest for the Silver Arrow in disguise, & to win it. Tricky to get that far; there are so many hazards, things to do and screens to visit. Nice one *Thor*.

Their other recent offering is a follow-up — **The Arc of Yesod**. Its predecessor was somewhat of a surprise — an unheard-of company producing the goods first time round is a rare occurrence. So the follow up to the **Nodes of Yesod**. That's a gem too; somewhat reminiscent in both story line and implementation to **NOY, AOY** is about the ultimate arcade adventure (except it isn't in 3-d), perhaps second only to **Robin**. The graphical definition is razor sharp, the music marvellous and the quest obscure for a long time, but ultimately superable. *Thor's* products seem to be just enormous — the number of rooms, screens and weird locations you visit and how you get there and what techniques you must use once you have arrived are almost infinitely variable.

**AOY** is a follow-up; this time seems to be the time of the follow-up. *Beyond* — who have recently released some games that are, to say the least, below their usual high standards — have unblotted their copy-book. The sequel to **Shadowfire**, also written by *Denton Designs*, is called **Enigma Force**. You have the awful task of relocating Zoff (et al) who's escaped after all your valiant work in **Shadowfire**. If the security forces are so lax, should you really bother? Well, we think you should. **EF** is a very good piece of software, especially graphically. Cartoon quality is no understatement. The characters move smoothly, their scenarios fade into glorious 3-d. The music is very powerful, and your goal needs very *careful planning* and *forethought* (in the words of Dud and Pete). Thoroughly professional, highly entertaining, even if it does cadge quite a few ideas from its daddy.

And now, at last, we have the long awaited follow-up to an adventure released nearly three years ago! *Melbourne House* have just released the first of their three games that go to make up Lord of the Rings, the **Fellowship of the Ring**. It seems an absolute age since we first unpacked the book of **the Hobbit**, put the cassette into the unit and loaded. Well, after 15 months of programming and longer planning and negotiating with the Tolkien estate, here it is. As an adventure it is highly complex, with many a cryptic comment, clue and object. The locations are many and varied, the characters independent — although don't expect the hobbits you will be and travel with to be

all that autonomous; they're a loyal, thick bunch, but they all have their uses. The game is a must for anyone's collection; programming techniques have been well wrought and the screen displays are most impressive and clearly thought out. Despite its merits, it is not faultless. On the Spectrum version, there is so much to do that the poor CPU takes an almost interminable time to catch up; you can wait 45 seconds after you move somewhere for the hobbits (and the CPU) to be up with you! The C-64 version is faster. The other failing is that, whenever you die or quit, you have to load more code into the machine. (This said, these hassles are easily ignored.)

A couple of novelty releases now, both innovative, both excellent and both rather unexpected, considering the software houses they come from. Firstly, the abstract world of **Gyroscope**. You control a madly spinning gyroscope which must be manoeuvred over narrow, twisting courses to an end square. But enough of what you do; how well does such an odd game (well, alright, it does have its roots in **Marble Madness**) bare up in the home software market? Very well, really, since its the first of the genre to emerge. Perhaps the real surprise, however is that it is from Melbourne House; not what they normally send our way. Still, they clearly have a talent for spotting products that are going to make it as this one is and certainly ought to keep on doing. The other recent release which falls under the umbrella of 'novelty' is **Roller Coaster** from *Elite*, in which you take a small man around a fun-fair, avoiding enormous falls and riding up bags of gold. There are rides which occupy just one screen, others that take up six or more — like the ghost train and the log flume. An interesting choice for *Elite*; not what you'd expect again, but very good; the screens, whilst not being astounding, are tightly packed but not over-crammed and each provides its own difficult challenge.

The day of the one man army rolls on and is giving rise to better and better games. **Rambo**, *Ocean's* game-of-the-film-of-the-year pales when placed next to *Elite's* **Commando**. Although Rambo seems to have more terrain (you can't move outside the confines of the screen except n/s in *Commando*) the general feel is much more professional and the challenge varies as you go on. I imagine that this is largely due to the fact that *Elite's* game was produced in co-operation with *Capcom*, the writers of the arcade game that goes under the same name as *Elite's*. It must have been a battle for the software houses to get rights to the game.

Released originally on the C-64, we now have the ultimate in winter gaming — in *'Epyx'* series of winter olympics events, **Winter Games**. The tunes use the 'impossible' 3 part harmony that seems to abound so much these days in Spectrum games;

marvellous. The screens are beautifully done, with mountains, spectators and pine trees all around. On several events you are given more than one shot of what's going on. This is a tricky set of events which, some of them, will take some practice to perfect. None are easy, although it is usually possible to attain reasonable scores. Tell us how you've done in the bobsled — please!

*Ultimate Play the Game* have faded a bit in recent times; they were once the cult software house of all time. Trying to put that former prestige back in the limelight, they have released **Gunflight**, a wild west battle — but not as you'd think. Your character, sheriff of this here town, a sanctimonious chappie, goes around, clearing up vice, depravity and illegal wranglings. Good graphics, minimal sound; professionally packaged. They seem to be on the ascendant once more, although the way the buildings collapse when you go behind them — à la **Nightshade** — is most irritating; couldn't we just be given another view instead of a boring architect's ground plan? Not bad, all the same. Finally, a simulation. Of the Battle of Britain. It's not like the game of the same name; an interesting package in which you have to prepare forces and defences for the strafing raids by German bombers, fighter-bombers, fighters and very heavy bombers indeed. Needs lots of thought, but then strategy games ought to, really. We liked it. For this is **Their Finest Hour** from *Century Communications* — Happy gaming. Written and collated by Samuel Knowles, Ed.

## MR SOFTWARE MAGAZINE

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## SWEEVO'S WORLD

From front page.

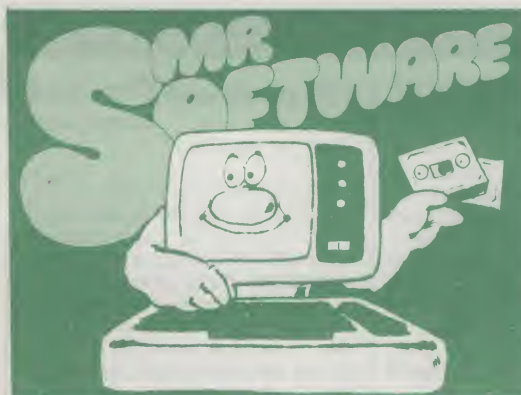
once more. But they'll be up again in no time. And sometimes, soldiers too will spring up? All part of the game. Another facet that sets Sweevo apart from those famous Ultimate games is its use of lifts, spring boards and holes in the ground. Lifts are the letter 'L' in a box; a hydraulic jack pushes Sweevo up when he stays on them long enough. He can then walk onto the tops of other pillars to collect whatever ther is lying about. The spring boards send him up into the level above with a puff of dust at his feet and a zap. The holes take him down to the next level.

As Sweevo parachutes into the start room, you notice other things apart from the main play screen. There is a face that shows how Sweevo's energy is; apart from the main play screen. There is a face that shows how Sweevo's energy is; the more anguished it is, the closer you are to death. There is a meter for lives (of which there are five at the start) and for brownie points too. Three pockets — which start off empty — are displayed with their contents. If they are empty, the word empty replaces the object space. Finally, and what a good touch it is too, there is a small red scroll upon which comments appear, ranging from *dead to ouch* or even *cor!* Makes the android more human, if you see what we mean. The change of room to room is very fast; the only criticism over rooms is that some are a bit dark. There is little sound in the game itself, apart from a few harmonised beeps.

At the end of a game, you get more than just a final score — much, much more. Not only does the computer tell you what percentage of Knutz Folly you have explored, you also get: the number of Wijus you've wasted, tyrants trounced, minxes mashed, geese ghosted (well, alright geese and not ducks after all), brownie points and also marks for tidiness. Takes me back to those far off O and A levels, does that! Sweevo lies, dead, in front of a gravestone, with RIP inscribed thereupon. It gives an amusing comment about your progress, like "You've made a complete pigs ear" or the like. Great piece of software, this.

GRAPHICS: 93% — well drawn, very varied, smooth moving  
SOUND: 76% — good tunes; poor in game  
COLOUR: 69% — monochrome that varies  
ORIGINALITY: 80% — there's so much that's new that *Ultimate's* products seem of a different generation  
INTEREST: 86% — masses to do, masses to exterminate  
OVERALL 91% — a *Mr Software* stroke of genius





# SOFTWARE EXPRESS

commodore • spectrum • amstrad

Volume 2 Issue 1

April 1986

Price 50p

## Compilation Fever

Charity organisation War on Want are compiling 14 titles for release on the Spectrum 48k. These are said to include Chess II (Artic), Winged Warrior (CDS), Bugeyes (Audiogenic) and Dr Franky and the Monster (Virgin). No - we haven't heard of many of these titles either! If WOW are expecting to mimic Softaid, we think they could be in for a disappointment. Furthermore, the cassette will only be available by mail order direct from War on Want. If you want to waste your money the price is £9.95 and the scheduled release date is 21st April.

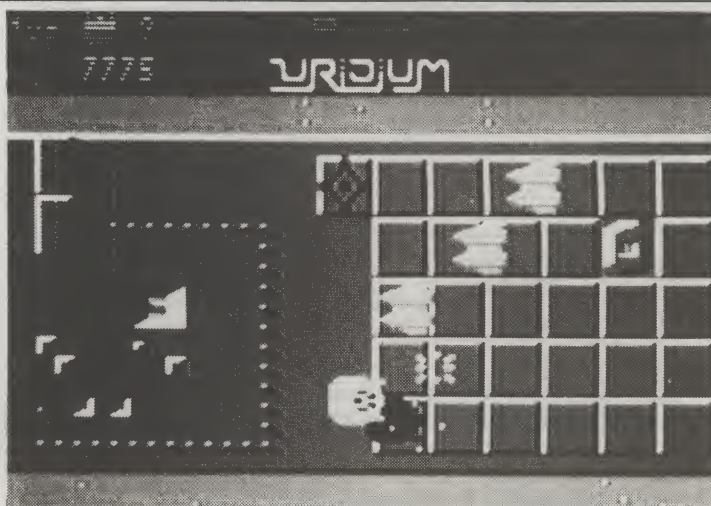
## Undressed to kill

Software house 'Martech' are claiming a massive response to the release of Samantha Fox Strip Poker.

Despite only being released in late March, the company tell us that sales have already exceeded anything they've done before. The game is available in Spectrum, Commodore 64 and Amstrad formats on cassette at £8.95 Retail, £6.95 Club Price. The C-64 disc version is £12.95 retail, £10.95 Club Price and the Amstrad disc is £13.95 Retail, £11.95 Club Price.

## Ocean Late Again!

Ocean Software have just released 'V' on the Spectrum and Commodore - once again after long delays. There are still no signs of either **Streethawk** or **Knightrider**, both of which have been advertised since well before Christmas 1985. 'V' is available on cassette for the Spectrum 48k at £7.95 Retail, £6.15 Club Price and for the Commodore at £8.95 retail, £6.95 Club Price.



## Uridium Riding High

### 'Fist' knocks 'em out!

Melbourne House's Way of the Exploding Fist was the biggest selling title in 1985, just topping the compilation tape - Softaid which was the top - Spectrum/C64 title of the year.

The most successful software houses in 1985 were Mastertronic, US Gold, Melbourne House, Firebird, Elite, Activision, Imagine, Soft Aid, Argus, Gremlin Graphics, Software Projects, Beyond, Ariolasoft, Durell, Anirog, Virgin, Mikro-Gen and Hi-Soft.

The interesting point about these figures is that they represent total sales - thus Softaid sold more than all the releases from Argus, Beyond etc! There must be a lesson to be learned there.

Source: Computer Trade Weekly/Gallup

## Gyroscope Withdrawn

Too much similarity to Atari's Marble Madness has led to the withdrawal of Melbourne House's very popular Gyroscope. The Melbourne House game was released on the Spectrum, Commodore 64 and Amstrad last November so it's a fair bet that MH sold a good many before being forced to stop production.

*Hewson Consultants' brilliant arcade title is top of the Commodore charts and looks likely to stay there awhile - unless perhaps Zoids de-thrones it.*

*Uridium has earned massive acclaim from the magazines and rightly so - it's tremendously addictive and we have trouble dragging the staff away from it! We've achieved a top score of 152,000 so far - if you've done better let us know. For the time-being Hewson have no plans to release the game on the Spectrum, but on the other hand they wouldn't confirm that they will not bring out such a*

*Continued on back page*

## All Change at Mr. Software

Welcome to the first edition in Volume 2 of the Mr Software magazine. After researching your views we've made a number of radical changes - the most important of which is that the magazine will now appear monthly instead of bi-monthly.

Most of you seem to feel that the review services provided by the major magazines such as Crash and Zapp do not need to be repeated yet again by Mr Software. On the other hand, what you do seem to want is the topicality that we can provide with our short lead times. From now on we hope to bring you completely up-to-the-minute news, plus reviews of products that have only just been released. We will continue our policy of not reviewing a product until it is actually available. You've asked for more pages of 'Input' - which you've got, plus more hits and tips - which will come.

### One Magazine

We have had some complaints in the past about the delay in publication of the various magazines. This has mainly been caused by us trying to do too much in too little time. The answer, we decided, was to issue just one magazine on a monthly basis so that all our productive efforts would be channelled into one end-product. From now on your Software Express will cover all the makes of computer we cater for, but you will get a magazine at the same time every month.

*Continued on back page*

## Change of Address

*Please note that with effect from Monday 7th April our address is now:-*

**Mr. Software Limited**  
91 Euston Road  
London NW1 2SX  
Telephone: 01-387 0083



## Input

That's better! We've had a massive response to our appeal for more letters in the last issue and in line with your requests we're devoting more room to them. Keep on writing though. Every letter published earns the author £7 worth of software vouchers — enough to buy a Mr Software 'Stroke of Genius' and still have some pence left to put towards something else. Incidentally, much as we like the praise, it doesn't make any difference to whether your letter is published or not. In fact some of you go too far and we have to put the letter to one side because people would just think we wrote it ourselves!

## ZZzz

Dear Mr Software,

May-Day, May-Day, SOS, SOS, Help, I am at breaking point! I had a Mastertronic game called 'ZZzz' for Christmas, and I played, and played with a bit of success. I was quite content. I put it back on my shelf, as I had just got the game 'Last V8', along with the membership for the best mag out (Yours, of course). That was soon cleared and interest came back to 'ZZzz'. I have dug out Sanman and given him his bike, then gone into the igloo, taken the cheese and pistol, but that's it! I need desperate help to cross the road or light up the pit, fill the water pistol, or, or, or, and the list goes on. So if anyone out there has this game and has got further than me, then PLEASE, PLEASE, give some hints.

C Cousins,  
Helston, Cornwall.

## Elite bug

Dear Sir,

I have discovered an amazing bug in Elite by Firebird. After getting through Lenslok, press 'Y' in answer to Load New Commander Y/N'. Then take option 2. After saving position to tape, exit through option 3, you will then be berthed around the planet Tigeon, with the status of ELITE and 6534252553.5 credits and enough hardware to decimate half the universe.

Also on 16.1.86, I finished Roller Coaster by Elite with 4000 points and with only 1 life lost. Was I the first to finish? Plus, has anybody got any tips on how to finish Spellbound?

Mark Broadhead,  
Wakefield, Yorkshire.

(Don't know - has anyone else finished Roller Coaster? - Ed)

## Fairlight

Dear Input,

I've recently got the game Fairlight, from "The Edge", and there is a certain place in the castle, which I can't pass. I am referring to the bridge with the ghost, or whatever it is. Every time I try to pass it, I get pushed off, and it is a bit annoying that I have to start all over again each time. But then I thought, maybe someone else has found a way to cross the bridge. I hope you are able to help me. In the manual, it says that some of the clues to solve the game are found on the cover, but I can't find any. Is there anyone who can help me with that also?

Thomas M Jorgensen,  
Denmark.

## Spellbound help

Dear Sirs,

Thanks, thanks, thanks Mr Software for saving my skin. I made so many mistakes when I sent off my first order and you guys corrected them, Thanks.

I am really glad I joined your club because there are so many bargains and a long list of good games.

By the way, between you, me and anyone else who reads this letter, how do you get through Spellbound? I don't seem to be able to get anywhere with it. How are you able to get down to the basement with the lift?

Do you think you could answer those questions? Will I go mad if you don't?

P.S. I think I will go mad if you don't answer these questions.

Andrew Charalambous,  
Leytonstone, London.

(Somebody please help this poor distraught soul before he tears himself limb from limb - Ed)

## Rambo solution

Dear Input,

I think Mr Software is the best club anyone could be in, that's why I'm in it. I think that your prices are reasonable and your choice of games excellent. Recently I have completed Rambo. I have the solution for people who have trouble with the game. I certainly know a lot of people who do have trouble with it and hope this will help them and others. First go straight up north and don't bother collecting any of the weapons, you don't need them anyway. Whatever you do, don't use the grenade yet or you'll get killed. Keep going north until you come to the camp. Blow the gate down using the grenade and head across passing two huts, then go up and you will see a man on a cross. Free him by using the knife and immediately he will run upwards, you must then head to the top right of the screen. When you enter the next screen you will see the man again, this time follow him, being careful not to get killed. You will then come along a river. Follow him to the top, depart and go left as he will keep on going. Keep going left until you meet another river then go down until the river ends.

Then go up the opposite side of the river until the top. Then head top right until a blue river or wall stops you. Keep going right staying near to the river or wall until it goes up, then follow it. Depart at the end and head top left. You will then see a green helicopter, go and get in it. Fly back to where you set the prisoner free, except this time go down until you see a big white wooden hut type of thing; this is where the rest of the prisoners are. To the top left of the hut is a h-pad, land, go to the hut, touch it with the knife and all the little white men will come running out. Get back in the helicopter and take off. If by now you have the rocket launcher, you could wait around and destroy the Russian helicopter, but you had better not because if you do, the game crashes! Instead, head up until you can go no further. You will see rows of blue hangers where you see the h-pad. Walk into the hanger and you've completed it.

What happens? You have to see that for yourself.

While we are on the subject of Rambo, why does every mag, including yours, give it a rubbish rating. I think Rambo is a brilliant game and more addictive than Commando by Elite.

Paul Mayer,  
Brocton, Staffordshire.

(Thank's Paul - it looks like you've put in some long hours on this one - as to the ratings what do other readers think? - Ed)

## 128 problems

Dear Mr Software,

Do you intend to offer C-128 software in your C-64 discount club?

Can any of the C-64 magazine readers solve my problems? I fail to load the next boxer in Frank Brunos Boxing, although I enter the right code. Is that due to the C-64 mode of the C-128.

In Hero of the Golden Talisman I dive in the pool, but can not climb out onto the hanging ropes. I need a useful hint for this game.

Here are some tips for playing "Way of the Exploding Fist". The first three opponents may be beating by walking forward and executing a high kick towards them. To be the master of further levels, crouch, and give your opponents a short jab kick. Proceeding like this you don't range as a novice karate player.

My best wishes to your discount club. Your last issue of the C-64 magazine was fantastic, and the list of software you offered surpassed my expectations.

Annette Clasen,  
Luxembourg.

(Yes - we will be offering software for the Commodore 128 and probably other machines too - watch the next issue of the magazine. Thanks, too, for the praise - we hope you like the new format even better! - Ed)

## Spiderman

Dear Input,

I am writing to you on the subject of Spiderman. In the February issue, Robert Foster says he can't take the gem from the aquarium. Well, the solution is a simple one. Lower the thermostat in the penthouse twice, go to Hydromans room and take the ice-block. Now return to the penthouse and raise the thermostat. Examine the aquarium and type: EMPTY AQUA. You can now take the gem. Simple, isn't it? I have nearly finished Spiderman, I just can't find the last gem.

Now please allow me to say one word about your magazine. I think it is excellent! Please keep going like that! Your software service is excellent too. Prices are very low and the service is fast. Apart from faulty copies of World Series Basketball and Fairlight, I have experienced no trouble at all.

E Lietz,  
Luxembourg.

(There can be few people who didn't have trouble with Fairlight - Ed)



## Shadowfire comment

Dear Sir,

I've a few points to make concerning Colin Brickwoods solution to Shadowfire in the Feb '86 issue of "48k". What Colin does not mention is that one of the main strategies in this game is to get Manto, carrying the transporter, to do the leg-work around ZOFF V. When he runs into trouble, simply drop the transporter, teleport him off the ship, then teleport the heavy mob down. As for capturing Zoff, when Zoff's office door has been opened, move Manto inside, and then activate the time delay unit. Manto should have enough time to walk over to the Marshall and beam him off the ship. Incidentally, if, during a battle, an enemy guard appears on the teleport screen, he can be beamed up and captured also. This can save some time. There are two armouries on the ship. The one just south of the northern (green) shuttle bay is the most useful as it contains many heavy weapons.

My own best at this game is Zoff V captured within the 100 minutes (19 minutes 33 seconds left on the clock) and no losses. (Actually, I didn't need to use the bird-man Torik at all!)

Iain Gibson,  
Hardgate, Clydebank.

## Review policy

Dear Sir,

I've been wondering for some time, are you only reviewing the best games, or is it just casual which games are chosen? Why don't you reserve four pages to Input, instead of two, (I think it is the most interesting part of "48k"). Is there anyone who could give me some tricks about how to earn some quick cash on the game "Elite"?

Thomas M Jorgensen,  
Denmark.

(There just isn't the space to review every game that comes out so from the mass of new releases we try to pick out potentially good-looking products. As you can see from the reviews, not all the products we choose to review live up to their expectations by any means - take Elektraglide in this issue for instance. However, we think it would be boring only to include the best products, so once a game is chosen it goes in whatever the quality. We are not, incidentally, connected with any publishers and we don't carry any advertising so we have no axe to grind whatsoever. We give what we feel to be a totally honest

appraisal of the product. If we started saying that rubbish games were good then we'd quickly lose our present band of faithful buyers who rely on our judgment before choosing their games.

As to your suggestion of having more pages for INPUT - your prayers are answered. As for Elite help is at hand in this very issue - Ed)

## Fighting Warrior

Dear Input,

Having just read your review of Melbourne House's Fighting Warrior, I would like to give you the following instructions which should help all those who have not yet completed it, to do so.

The main trick for success in this game is to use the vases which appear on the ground. If you smash a vase with a lower strike, then you or your opponent can be affected in different ways. There is a sequence of eight:

- 1) Makes the next enemy one of the nasty winged creatures.
- 2) Adds six points to your stamina.
- 3) Kills the current enemy.
- 4) Subtracts six points from your stamina.
- 5) Every time the enemy hits you, it knocks a point of its own stamina.
- 6) Adds 500 bonus points to your score.
- 7) Kills the current enemy.
- 8) Subtracts six points from your stamina.

Therefore, it is advisable to smash vases 2,3,5,6 & 7 but avoid the rest. If a vase on screen is not the one you want, walk backwards until it has disappeared and then walk forwards. The next vase to appear will be the next one in the sequence. This means that you will make steady but slow progress.

When fighting with the enemy it is best to use the mid-stroke, as this takes less time to perform.

Once you have come across Cleopatra's Needle and the Sphinx a second time, a vase will appear which is higher than the others. If you smash this then the temple door will appear. Inside here you meet one of the winged creatures that guards the Princess. Every time you strike inside the temple, you lose one stamina point but the creature inside has the same stamina as the one outside. Therefore, you must almost kill the one outside, and then strike the vase and run in. Once you have killed the creature rush to the princess before the second monster has time to appear.

You will then get the final graphic display and the game ends.

I hope these tips are of use to you and other readers.

Stephen G Siney,  
Winchester, Hants.

## How to rescue Wilma

Dear Input,

To rescue Wilma in Three Weeks in Paradise, you must get the polo from behind the trading post and Wilma's crocodile handbag. This will allow you to pass the hungry crocodile.

Next, you have to melt the ice-cube using the polo. Then leave the handbag in front of the crocodile for later use and the hole must be dropped in a place where it can be seen because it's a black circle. Next get the empty bottle from the well and take it, with the corkscrew to the other side of the crocodile by using the handbag. Use the crocodile screen. Use the corkscrew and bottle to make a hole in the coconut. The bottle will now be filled with oil. To sharpen the axe you will need the bottle, then take both to the car's front wheel and press the use key. Keep the axe and get the hole. This will allow you to use the axe to dig a hole in the wall by the Wishing Well. To get the skeleton key you will need the goldfish bowl to disable the spider. When you have the key it will allow you to open the locker in the sea and get the spinach can. Next get the stuffing to get past the turkey to get the egg. With the egg and spinach you must pull the rope by the Old Faithful and climb the water. Swap the egg for the bows and arrows. The bows and arrows will allow you to shoot the guard holding Wilma captive. All that is left is to cut Wilma down with the axe.

Darren Heaton,  
Malvern, Worcs.

## From Ad Astra to Zoids

Dear Mr Software,

I am sending in a couple of playing tips to your brilliant club. I kick off with Zoids, a brilliant game which everyone should buy.

It is best to try and attack the weak complexes, these are the ones where the mine, powerstation and radio beacon are the closest things to attack when you enter the complex. Before entering the complex, radio your base and tell them to attack the powerstation. Wait outside the complex until the missile has struck its target, this destroys the power for the forcefields, so it is possible to destroy cities, the mine and radiobeacon. The missile, however, does not completely destroy the powerstation, so it is best to keep telling your base to blow it up.

Now go straight to the mine and blow it up, this stops other Redzoids appearing on the scene. Now blow up the radio-

beacon to stop distress signals being sent out for Redhorn and Mammoth the Destroyer to come and destroy you. When you have blown up something like a city, mine, or radiobeacon (the powerstation cannot be completely destroyed), move onto the area where it was and then switch to your radar. You will find a powerpod and you might even find a piece of Zoidzilla.

As you progress up your zoid rank, you will be able to attack tougher complexes. Have fun.

Now for some POKES:

Ad Astra.

Just type and run this. It will give you Infinite Lives.

10. CLEAR 24490
20. LOAD "" SCREENS
30. LOAD "" CODE
40. LOAD "" CODE
50. POKE 35852,0: POKE 35853,0
60. POKE 35854,0
70. RANDOMIZE USR 33000

Gyroscope.

These POKES give you Infinite Lives and time.

10. CLEAR 24063:
- LOAD "" SCREENS\$:
- LOAD "" CODE:
- POKE 53922,0:
- POKE 54354,201:
- RANDOMIZE USR 52930.

Darren Oram,  
Southampton, Hants.

## Starquake

Dear Sir,

Here are some hints and tips for Starquake.

The transporting lifts which take you to different zones need codes, these are some of them-

VEROX, EXIAL, IRAGE, DELTA, QUAKE, TULSA, ASOIC, RAMIX, KYZIA, ALGOL, ULTRA, AMIGA, SONIQ, AMAHA, OKTUP.

To be able to use the Cheops Pyramids you need the object which looks like a credit card. The joysticks you see in some rooms give you a free life and the zone where you take the core elements is Quake.

Jason Wood,  
Handsworth, Sheffield.

## Back Issues

Back issues of the Mr Software Club Magazines are usually available. If you would like a copy please send 50p to cover the cost plus postage and state the issue number required.



## Naughty codes

Dear Input,

While looking through the price list of your magazine (48k), I came across "Computer Hits 10" and "Computer Hits 6" both by Beau Jolly. I looked at the order code and dare I say it, well print it, no I'll let members look for themselves. At the time it was quite funny. Come on was this a genuine mistake, or was it a bit of fun. Personally I don't mind because I'm not a snob! This brings me onto my Spectrum, yes, it's the ruddy door mat for an excuse of a keyboard. The shift and symbol keys are the ones to blame, for example, if I edit a long line and get to the part I want to change, say change a two to a one, then as soon as I replace it with a one, it edits the line again, which can really put me off programming. You have to wait about three or four seconds before these keys switch themselves off. Now it has driven me to attack the rubber door mat and as a result the black thing with all the keywords on (which now has lots of marks and dints in it) has now dropped off. Also would a new keyboard solve the problem and if it does, which one would you recommend, as I think I'll treat my spec to one, just so I can have the satisfaction of taking a hammer to the old one. I have also compiled a top 5 "strongest and don't fall to bits that quick" and here it is:

1. Your Spectrum and Mr Software.
2. Sinclair User.
3. Crash.
4. Computer and Video Games.
5. Your Computer.

I'm not just sucking up to you, but really, every issue I have received has not yet fallen to pieces. Well I'll have to go now, I've left the grill on and somethings burning, oh yes, that'll be my keyboard on toast!?

David Russell, (Fan and member of the ASKS?)  
Penrith, Cumbria.

(Our order codes are designed to be easy for the staff to remember so that when certain people forget the codes we don't have to scurry around looking them up! In the case of a single word name, like Rambo, we use the first 5 letters of the name, prefixed by the machine type - S for Spectrum, C for Commodore etc. For two word names, such as Swevo's World it's the first three letters of the first word and the first two letters of the second word - hence SWEVO. Any more than two words and we use initials - thus WOTEF. Sometimes you get an odd one like Computer hits, where there are lots of variations, so we

decided to use HIT6 and HIT10 as appropriate. Sorry, we didn't anticipate the effect of adding an 'S' in front!

Any of the standard replacement keyboards should serve your purpose as they all replace the keys on the standard Spectrum board. I think it's very much a matter of personal taste. For what it's worth, Richard, our chief speccy reviewer uses a Lo-Profile keyboard which he swears by - apart from anything else you can still fit most peripherals (like Interface 1) which is not possible with all replacement boards. -Ed)

## Sir Fred

Dear Input,

As a new member, I thought I would drop you a line offering you some advice to the readers of your fantastic magazine. The smash hit Sir Fred must be causing some problems, so here's what to do:

- 1) Arrows are used for killing bowmen and for hitting switches.
- 2) Stones can be used for killing octopi, snakes, bats and other animals.
- 3) Use the bottle to get the ferryman across the river.
- 4) Use the matches to blow up the purple bags of dynamite.
- 5) Use the rope to get down from high places.
- 6) The sword is obvious, but essential.
- 7) The pipe should be used on the ropes you can not pick up.
- 8) The torch is very useful in dark rooms.
- 9) The meat is for getting past the pirhana.
- 10) Chickens are used for boosting energy.

David Wood,  
Newick, East Sussex.

## Terromolinos

Dear Input,

Here are some tips for Terromolinos which I bought off you and I thought the review was very good.

The passport is in the lounge, behind the settee. The tickets are inside the holiday brochure in your bedroom. The camera is on top of the shelf in the kitchen but first you have to find the steps and lock it. The last main item, the suitcase, is in the loft and you need the steps again. Just climb up and open the hatch door and go inside the loft where you will find a switch, turn it on and you have found the suitcase.

When the taxi arrives, hire it and make sure everybody is there, now you will be off to the airport.

P.S. Keep up the good work.

N De Fonseka,  
High Wycombe, Bucks.

## Inker required

Dear Sir,

I have been trying for the last three months to purchase an "INKER" for my MPS 801 Dot Matrix Printer. I have written many letters to Commodore, but I have had no reply. All the major stores only sell replacement ribbons which are about £9, an unnecessary expense when all I require is an Inker. Could you please help with this irritating problem as you are now my last hope.

M Wallis,  
Northolt, Middlesex.

(We've tried our usual sources Mr. Wallis, but without success - perhaps another MPS owner can help. Mind you, the price you quote is very high - we paid around £4 from the local supplies shop when we last bought for our own MPS. Also, after taking out the inker from the ribbon cartridge it appears that maybe the 'wick' could be taken out and the cartridge refilled - you need the sort of ink they use in cash registers - though again no source springs to mind - Ed)

## Starion

Dear Sir,

Here are some tips for Starion:

Grid 1, Zone 2 = Relativity  
Zone 4 = Rhodesia  
Zone 6 = Diamond  
Zone 7 = EEC  
Zone 8 = Electricity  
Zone 9 = Bible  
Grid 2, Zone 1 = Wellington  
Zone 2 = Egbert  
Zone 3 = Krakatoa  
Zone 4 = Seal  
Zone 6 = Axe  
Zone 7 = Coal  
Grid 3, Zone 1 = Hitler  
Zone 2 = Ballast  
Zone 3 = Lamp  
Zone 4 = Atom  
Zone 5 = Ivan  
Zone 6 = Spectrum  
Zone 7 = S  
Zone 8 = Treaty  
Zone 9 = Eiffel  
Grid 4, Zone 9 = Tobacco  
Grid 5, Zone 1 = Petrol  
Zone 2 = Alps  
Zone 3 = Eric  
Zone 4 = Odyssey  
Zone 5 = Nato  
Zone 6 = Radium  
Zone 7 = Hawaii  
Zone 8 = ASP  
Zone 9 = Gillette  
Grid 6, Zone 6 = D  
Zone 9 = Uranium  
Grid 7, Zone 1 = Tea  
Zone 2 = Nobel  
Zone 3 = Calcutta  
Zone 4 = Exhibit  
Zone 5 = Cannon  
Grid 8 7  
Grid 9 7

Iain Lamb,  
Ayr, Scotland.

## How much?

Dear Mr Software,

I am writing about the price of Paratrooper by Hewson Consultants. Although Paratrooper is an excellent game and it might be worth £9.95, it is in fact only £7.95.

Whilst on the subject of Paratrooper, I have a few tips about clearing the first freighter - leave the easy levels to the last and on the difficult levels, instead of shooting the class 6, 7 and 8 robots, keep keep transferring, as this is easier unless of course you are a class 8 robot and class 6 robots are all that's left, in which case only transfer when your energy is low.

Here are some tips on Rescue of Fractalus. Wait until the pilot knocks on the air lock door before letting him in, in case it is an alien in disguise. If it is, switch your systems on and kill him.

John McKeague,  
Co. Antrim, Northern Ireland.

(Whoops - sorry about the price. We get all our figures from one of the leading software distributors - Centresoft and it seems they got it wrong. Unfortunately it happens from time to time. Your'e right in saying that it's £7.95 - the Club Price is £6.15 - Ed)

## Pokes

Dear Sir,

After your 'apathetic' plea for pokes and tips, I submit my little lot.

- 1) CHUCKIE EGG II  
10.FOR A = 23296T023309  
20.READ Z  
30.POKE A,Z  
40.NEXT A  
50.DATA  
55,62,255,221,33,0,64,17,0,192,  
205,86,5,201,  
When this is 'OK'ed type  
RAND USR 23296  
START TAPE. When loaded type  
POKE 35453,0:RAND USR 24770.
- 2) WIZARDS LAIR - CODES FOR LIFT.  
a.HAWLO b.CAIVE c.VAULT d.LIAYR  
e.DUNGN f.CRYPT g.LYONS

- 3) FAIRLIGHT - SCREEN CODES.  
4.IHB 7.LTO 10.JDP 13.MLB  
16.DVJ 22.PHH 25.XNR

- 4) Did you know, if you poke the J.S.W. tape before loading, poke the joystick as you are playing J.S.W. and you poke each and every screen in J.S.W. you get a sore finger!

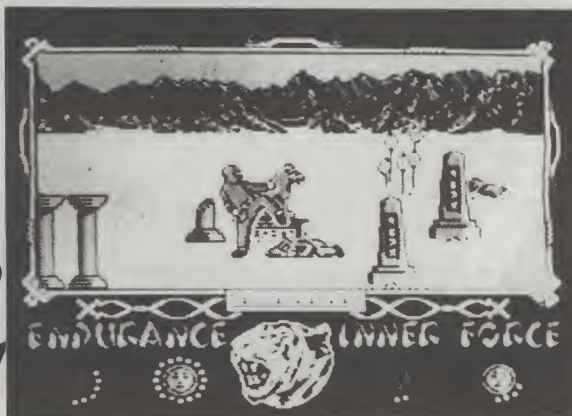
P.S. Try POKE 38488,0 for fun.

Charles McRobert  
Co. Down, Ireland.

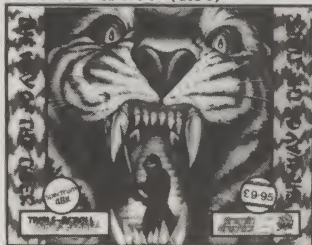
(Thanks Charles - we particularly like POKE 4 -Ed)



# THE WAY OF THE TIGER



Program: Way of the Tiger  
Machines: Spectrum 48k  
(version reviewed)  
Amstrad C464  
Spectrum interfaces  
supported: Kempston  
Joystick: Optional  
Category: Arcade  
Publisher: Gremlin Graphics  
Review: Richard Peace  
Retail Prices:  
Spectrum £9.95  
Amstrad £9.95 (cass)  
Amstrad £14.95 (disc)



The Way of the Tiger is a martial arts arcade game in which you play the part of a 'Ninja' Student who must prove himself by completing three tasks set by his master. These tasks involve fighting a various number of opponents in three different modes - firstly unarmed, then with a pole and finally with Samuri swords. The game comes in the now-familiar twin cassette box (though this one actually has two cassettes) with the master program and the three modes on alternate sides. It is necessary to load in each part separately.

The game is really a cross between Way of the Expoding Fist and Fighting

Warrior - both from Melbourne House - and therefore doesn't merit expansive description. The graphics are slightly smaller but no detail is lost and in some respects they are superior to the other two. There are numerous moves (approximately 18 in each part) that you can perform and these can be learnt using the three practice options. When you are ready you can attempt to become a Ninja in the 'Play Whole Game' option.

#### Limited Life

You and your opponent have a limited life span and this is represented on screen by circles with dots representing endurance and

inner force. For every full circle of endurance lost one point of inner force is deducted. The lower your inner force the weaker your blows until eventually you die. The final hurdle is set in the Grand Temple courtyard and if you win against the Grand Master you have truly earned the right to become a Ninja.

#### Summary

Having said that the game is similar to WOLF it is therefore instantly playable and the 'Triple Scroll' perspective graphics add a new dimension to a rather old gameplay. Martial arts fans and arcade players will love it. The graphics of the opponents are varied and delightful to watch as they leap, attack, etc. Some of the background action is as detailed as the foreground scenes. Recommended.

#### Ratings:

Graphics: 94%  
Originality: 50% - rather old hat by now, but still playable.  
Colour: not much variation but a pleasing screen usage  
Sound: 50% good oriental sound tune, kicks etc.  
Interest 76%  
Overall: 83%

Frankly there's not a lot to tell you about Elektraglide. It's a sort of Turbo 64 with musical accompaniment rather than car noises - or perhaps Pitstop II, but without the pitstops!

The scene is the familiar road stretched out in front of you with mountain ranges in the background. These vary depending whether you drive in Australia, North America or Britain. You encounter two sorts of obstacles as you drive. One type are 'drop-ped' by a plane passing overhead - they're sort of concrete pillars - just as if someone's started to build a motorway bridge but they put the columns in the road instead of at the side! You need to miss these things.

## ELEKTRAGLIDE

Additionally, you'll find weird objects (spheres, cubes) coming at you to slow you down. If they hit, you come to a halt and they bounce away. It is then just a matter of moving off again.

And that's about it. The instructions tell you to "stay on the track at all costs" yet we found that even letting go of the joystick and going full speed you couldn't come off the track! So, just go as fast as you can (maximum speed 60) and score as many points as you can in the

time allotted (90 seconds). If you're successful in getting to a tunnel - and if you're successful in getting to a tunnel - and onto the next stage - you gain bonus time.

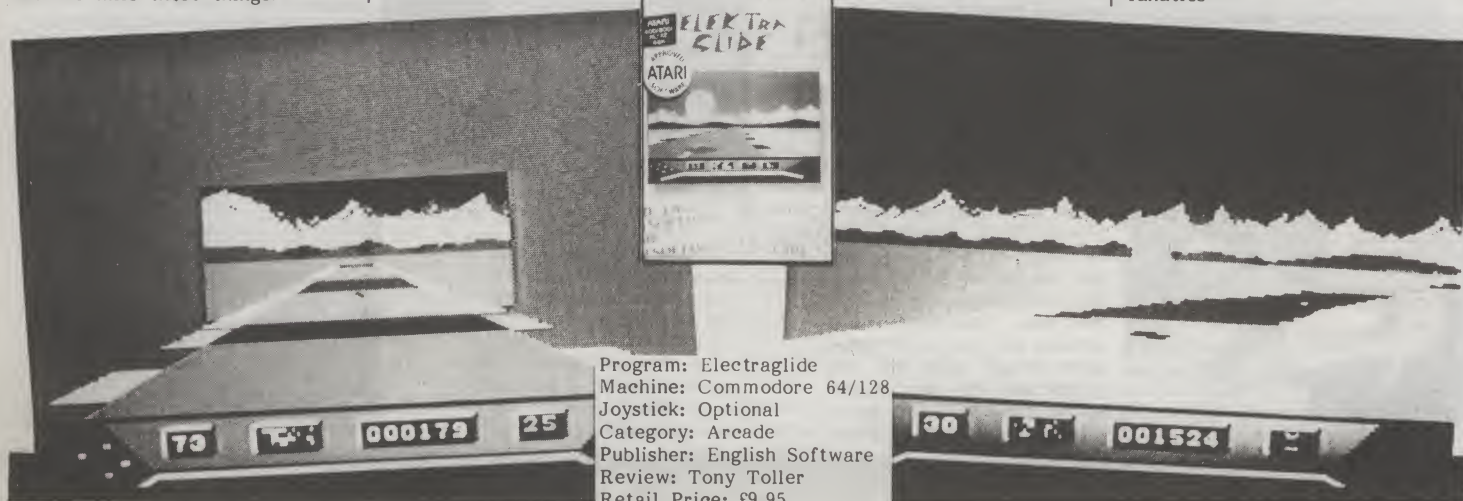
#### Conclusion

The only variations to the game are to choose your country and the sensitivity of the steering, neither of which have much effect on the gameplay. It's fair to say that the sensation of speed and cornering is quite dramatic (one review-

er was seen leaning hard from side to side as he negotiated the bends) but in all honestly there's not a lot to recommend this game because there is just no lasting interest.

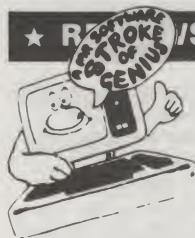
#### Ratings:

Graphics: 85% - probably the best feature  
Originality: 40% - just a variation on a car race  
Sound: 40% - never ending background tune - does nothing for the adrenalin  
Colour: 75% - attractive  
Interest: 45% - we really can't see anyone loading this up more than two or three times  
Overall: 55% - might appeal to racing simulation fanatics



Program: Electraglide  
Machine: Commodore 64/128  
Joystick: Optional  
Category: Arcade  
Publisher: English Software  
Review: Tony Toller  
Retail Price: £9.95





# URIDIUM

Program: Uridium  
Machine: Commodore 64/128  
Joystick: Essential  
Category: Arcade  
Publisher: Hewson  
Review: Simon Toller  
Retail Price: £8.95

After a 'full house' of 10's on all five counts in the Computer and Video Games review, (which we cannot recall having seen before) Uridium promised to be an exciting challenge and we loaded it eagerly into the C.64.

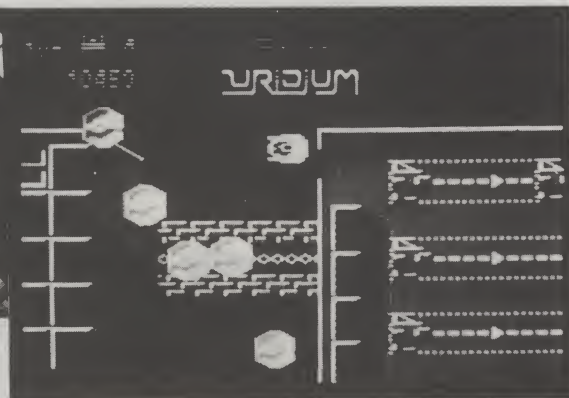
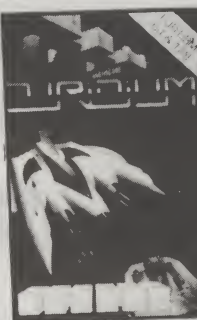
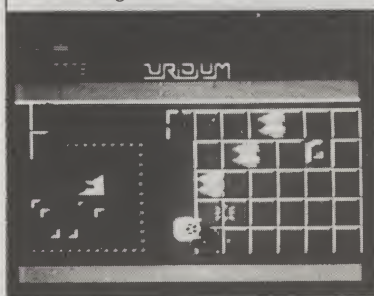
After conquering just a few stages, we were hooked! The key to the success of this one or two player game is the variety of stages, each of which provides a superb challenge; most reviewers leave the machine shaking after reaching their 'furthest stage!' Your 'mission' is to battle through each metallic space stage, avoiding nerve-breaking collisions with buildings, fences and pylons while avoiding a hail of bullets, and land on the runway at the far end.

Watch out for the deadly 'homing mines' as well!! After each stage you are given a series of lights in a pyramid fashion, and you gain bonus points by hitting the correct light in a 'double or quits' format and thus move higher up the pyramid.

Having gained your bonus, you then take a return trip through the last stage to blast any remaining targets.

## Reviewer's Comment

I am very impressed by the smooth gliding of 'the craft', which performs a flip to reverse, and is accurately controllable through the difficult later stages.



Completing a stage is not impossible, but requires practice. However, the excitement of reaching another stage, with a new weird title, keeps you playing way past bedtime! If you like 'shoot 'em ups' then the different waves of enemy fighters will keep you blasting, but there is a skill required for survival.

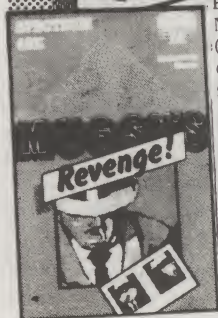
There is nothing more satisfying than making your brother watch the 'High Score' roll past in huge type with your initials behind, after a 'biggie!' Seriously though, this has to be one of the all time greats on the Commodore and fully deserves the wide acclaim it's already received.

Graphics: 96% - superb use of shading for 3-D effect.  
Originality: 70% - it is basically a shooting match.  
Sound: 95% - not boring, and great 'space' sonics.  
Colour: - 90% uses different colours on each stage.  
Interest: 95% - play it every day! (he does too - Ed)  
Overall: 99% - very challenging; the best arcade game yet.



# MUGSY'S Revenge!

Program: Mugsy's Revenge  
Machine: Spectrum 48k (version reviewed)  
Commodore 64/128  
Spectrum Interfaces supported: Kempston  
Joystick: Optional  
Category: Strategy  
Publisher: Melbourne House  
Review: Richard Peace  
Retail Price:  
Spectrum £7.95  
Commodore £8.95



Mugsy is back with a vengeance after being released from the 'slammer' following his escapades in his earlier years. The year is 1919 and booze has become illegal - just the opportunity for Mugsy to claw his way back to the top by smuggling in Canadian liquor.

Starting off with a few

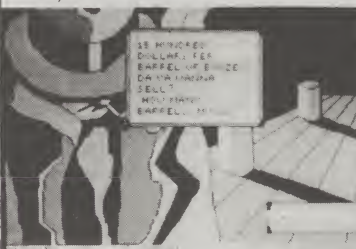


of your faithful companions and a total of fifty grand, your final objective is to survive as long as possible and at the same time make as much cash as you can. The game is split up into several parts and at each stage you, as Mugsy, must make decisions about what to spend, what to sell and whether to increase the size of your operation etc. Some of the options will only appear if you have enough money to do them or if they are appropriate (i.e. it is not necessary to pay the Police any 'insurance' if you are not smuggling any booze that year. The major screens are very well drawn (even though there are only a few) but the final screen is the tops, featuring an excellent pool hall. Viewed



through the windows, the escapades of one table can be seen - fully animated!

Unfortunately the screens are not very varied and can get a bit repetitive after a few runs through. Viewed as a strategy game, however, it's bound to be a



hit. Employing hoods, building speakeasies and gambling houses, setting out contracts and playing the arcade sequence all go to make Mugsy's Revenge very playable indeed. The arcade sequence is a bit easy though, so all you arcade players should not

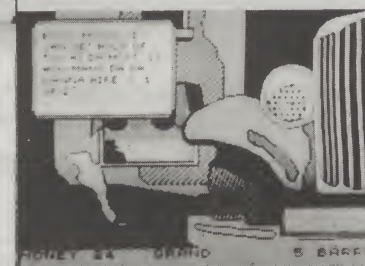
find it too hard to survive an all-out assault from the 'feds'.

## Extra Bonus

As a bonus, the "Strategy Game of the Year", Mugsy (or should we now call it Mugsy 1) is included on the B-side (which will please those of you who missed out on our recent clearance offer. (We honestly didn't know this was going to happen).

## Ratings:

Graphics: 90% - but are the same on most runs through, interrupted by arcade sequence if you attract the attention of the 'feds'.  
Originality: 60% - rather like Mugsy 1 with different graphics though there is more scope for money-making activity.  
Sound: 50% - only a fairly adequate tune in the pool hall screen  
Colour: 70% - used well  
Interest: 83% - playable and enjoyable  
Overall: 85%







*Thinking about a Wafadrive? In this review, Club Member D.C.Hamilton looks at the pros and cons of this popular storage medium. And if you are interested then Mr. Software is offering it at a very special Club Price of just £55*

**Title:** Rotronics Wafadrive  
**Computer:** Spectrum, Spectrum +  
**Category:** Hardware  
**Manufacturer:** Rotronics Ltd  
**Joystick:** Blocks the use of Kempston  
**Reviewer:** D.C.Hamilton  
**Retail Price:** £129.95

The Wafadrive is a very neat black box, 230mm x 110mm x 80mm, which connects to the Spectrum expansion port by a flexible cable and has a through port at the rear for further peripherals such as joystick interfaces.

There are two drive slots on the front which take small tape cartridges, available in three sizes, 16K, 64K and 128K. Three red LEDs indicate power on, and whichever drive is in use. The instruction manual is very well written and explains clearly how to initialise the Wafadrive and format the wafers ready for use.

The Wafadrive comes with a blank 16K wafer and another wafer containing an excellent word processor called Spectral Writer which provides 64 characters per line and a very generous maximum of 351 lines.

There are no problems in getting started on the unit as long as you remember that wafers should only be inserted and removed while the 'power on' Led is on. The Wafadrive operates on a directory system like normal floppy discs and although it is a continuous tape device there is no requirement to position the tape just before the required program, as in a normal cassette system. The Wafadrive finds the required program from any starting point as the tape loop is continuous, and the directory is searched first. A particular advantage of the Wafadrive compared to a normal

cassette is the ability to replace an existing program with an updated one by the use of SAVE. This causes the Wafadrive to find the existing file and then automatically replace it with the updated program; a task almost impossible on an ordinary cassette recorder with its fairly inaccurate counter and possible backlash in the mechanism. Long programs require to be saved at regular intervals and a few un-erased bytes on the cassette can wreak havoc.

The use of a directory enables one to look at the contents of a wafer at any time thus avoiding having to keep a separate list as with a cassette system, and the length of a file is also shown together with an indication of the spare wafer capacity.

Rotronics sell a utility wafer as well as several data sheets which provide file manipulating, graphic printing, header reading and cassette program transferring capabilities. These, together with the word processor, provide a very professional package.

Once the Wafadrive is initialised it can remain connected, but out of use, until required. Ordinary Spectrum commands function as normal with no effect on the Wafadrive and only when commands are followed by a '\*', i.e. LOAD \*, SAVE \*, does the Wafadrive start to function. The new commands are fully explained in the manual.

#### Reviewer's Criticism

The Wafadrive reserves about 2K of RAM for its own operating system and this can cause a problem in trying to copy listings from a magazine or when copying programs but only if

they are very large or have an unusual Ramtop. There is also a problem if it is required to use Kempston joystick even with the Wafadrive de-initialised due to the choice of IN 31 to read the joystick - the joystick won't work. Either remove the Wafadrive or talk to Rotronics as I did and they will modify the Wafadrive for a few pounds.

For general programming the Wafadrive is a really excellent piece of hardware, although for copying games it is not as good mainly because a wafer costs a lot more than a blank tape.

## ROTRONICS Wafadrive

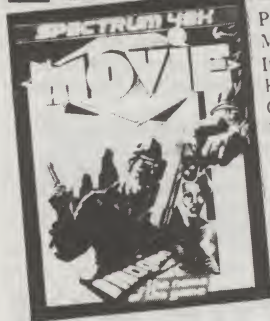
### Specification of the Rotronics Wafadrive - Spectrum version

<b>Physical</b>	
Size	230mm wide x 110mm deep x 80mm high
Weight	900g
Cabinet	Injection moulded, textured ABS
Colour	Black with colour graphics
Indicators	Two 'drive active', one 'power' red LEDs
<b>Drives</b>	
Type	Dual BSR 'stringy floppy'
Capacity	Min. 128K formatted (using 50' wafers)
Tape format	Single track, 1K sectors
Data Format	FM encoded
Tape speed	10"/sec (read/write) 15"/sec (search)
Data integrity	1 in 10 <sup>8</sup> bit error rate
Reliability	5000 hours MTBF
Transfer rate	18K Baud (2K Bytes/sec approx.)
Access time	Worst case - 6.5 secs (16K wafers), 45 secs (128K wafers)
<b>Wafers</b>	
Type	"Entrepo stringy floppy" cartridges
Capacity	16K, 64K and 128K (formatted)
Tape	Infinite loop, 1/16" width. Specially developed backing and lubrication
Life	5000 passes min
Size	67 x 45 x 6mm
Write protection	By removable tab
Tape protection	Automatic sliding cover prevents damage
<b>Electrical</b>	
Connections	To computer via ribbon cable and standard Spectrum expansion connector. Connections passed on at rear of Wafadrive, enabling connection of ZX printer etc. 9V nominal, derived from computer
Power source:	
<b>RS232 Interface</b>	
Implementation	Five wire - RXD, TXD, RTS, CTS and GND
Baud rates	Software selectable - 110, 150, 300, 600, 1200, 2400, 4800, 9600 & 19200
<b>Centronics Interface</b>	
Implementation	Eleven wire - DATA 0-7, BUSY, STROBE and GND
<b>Operating system</b>	
Size	8K ROM - paged automatically
Reserved RAM	2K Bytes
Files supported	Program machine code or data files
Number of files	32 maximum (16 using 16K wafers)
<b>Command syntax</b>	
Given below is a brief summary of the commands applicable to Wafadrive operation.	
NEW *	Initialises O/S
NEW #	Clears BASIC program
NEW	Clears BASIC and O/S
FORMAT * "d wafename"	Formats new wafer
CAT * "d"	Displays wafer directory
CAT # "d"	Sets default drive
SAVE * "d filename"	Save BASIC program
SAVE * "d filename" LINE run	Save with auto-run
SAVE * "d filename", start, length, run	Save machine code
SAVE #	Save with replace
LOAD *	Load first program
LOAD * "d filename"	Load specified program
LOAD * "d filename", start, length	Load and relocate m/code
MERGE * "d filename"	Merge programs
VERIFY * "d filename"	Verify program, m/code
ERASE * "d filename"	Erase file(s)
MOVE * "d filename" I "TO" "d filename 2"	Copy file(s)
OPEN # * stream, channel	Open stream to channel
CLOSE # * stream	Close stream and channel
PRINT # stream, string/data/variables	Send data to stream
INPUT # stream, variables	Get data from stream
INKEY\$ # stream, variable	Get character from stream
CLEAR *	Close all opened streams
FORMAT * "R", baud rate	Set RS232 baud rate
CLS *	Clear screen & attributes

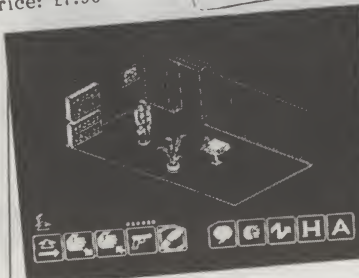
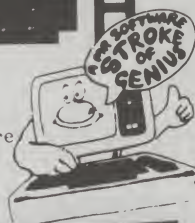
Unless otherwise stated, the above figures are typical and are given for guidance only. Rotronics reserves the right to alter specifications at any time, without prior notice.



# MOVIE



Program: Movie  
Machine: Spectrum 48k  
Interfaces supported:  
Kempston, Sinclair, Cursor  
Category: Arcade Adventure  
Publisher: Imagine  
Review: Richard Peace  
Retail Price: £7.95



Become Jack Marlow, private detective, in this thrilling three-dimensional adventure from Imagine. You have been hired by a gang of mobsters to penetrate the headquarters of Bugs Malloy, locate a valuable tape recording and to return it to the gang so that its message can be revealed.

Your only aide in this adventure is Tanya - she knows the passwords and combination of the safe in which the tape is hidden. Find her and you are well on the way to finding the hidden tape. Unfortunately, she also has a twin sister, Vanya, who knows how to lead you astray to the point where you meet an untimely end. Use your own judgement to pick the right sister! Gangsters can be found in many of the rooms

and they are very keen to do away with you either with their bare fists or with their guns. Fortunately you can also punch and shoot (if you conveniently find a gun in one of the rooms).

## Control

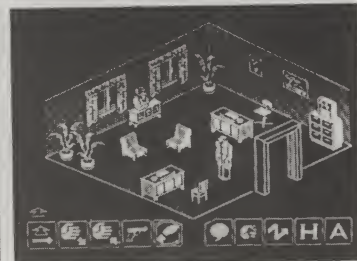
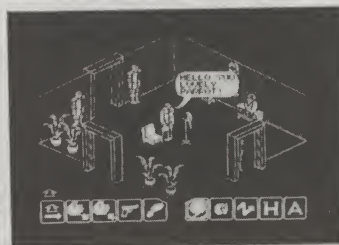
Controlling Jack is quite awkward at first but you can choose to have either rotational or directional control which should cater for most peoples' preferences. The IQ of your character can also be turned on and off. If it is on then Jack will automatically move around stationary objects instead of crashing into them. Several of the

options available to you are controlled by 8 icons - along with two others which allow you to pause and abort the game. For instance, you can pick up and drop objects, throw objects (necessary in order to knock down some of the higher objects), shoot the gun, walk, punch and even talk to the other mobsters.

Talking is a major part of the problem solving in the game since some of the mobsters, and particularly Tanya, hold valuable information. They may just tell you, or you may have to draw it out of them. The graphics of the speech bubbles make the game into a sort of animated comic strip. The parrot can get a bit repetitive though!

## Graphics

The Graphics are monochromatic and the furniture and ornament graphics are outstanding. Walking around the rooms feels more realistic than in games such as Knight Lore - there are such intricate details as radiators with pipes leading down into the walls.



Throwing objects about is brilliant - lighter objects bounce about all over the place while heavier ones only bounce slightly. The only sound present is for footsteps and the screen update is very fast with hardly any gap in between. Overall, the game is not excessively fast but is very very playable.

## Ratings:

Graphics: 94% excellent objects, characters & furniture  
Originality: 70% - same viewpoint as many other games but a very different feel and plot  
Sound: 25% - footsteps only  
Colour: 50% - clearly used in most instances, monochromatic in a particular room, therefore no colour clashes  
Interest: 90% - very playable and addictive, speech bubbles add to the playability.  
Overall: 93% - An excellent game

## WORKING BACKWARDS!...

## WORKING BACKWARDS!



Program: Working Backwards  
Machine: Amstrad CP464 with disc drive  
Joystick: Optional  
Category: Various  
Publisher: Design Design  
Review: Jeremy Doig  
Retail Price: £9.95

This is a compilation disc with 4 excellent games on it. They are all of the usual expert Design Design quality and are well worth the price. Here is a brief rundown on each game.

On the Run: A fairly new game which entails guiding a jet packed with explorers around a maze to find several items. These are guided by large and brightly coloured sprites which drain your time (time left on the planet?). You can shoot them, but the sheer numbers of them usually overcome you in the end. The graphics are a little chunky, but if you de-

tune the telly a bit, stand a few paces back and squint then you won't see anything at all - so don't complain. On the Run is playable for short periods, but can get a bit tedious.

Tank Busters This, in our opinion, is the best arcade action on the disc. It is a version of the old arcade faithful in which your tank has to decimate other enemy tanks before they do the same to you, but this version has smoother and faster graphics and there are little extras like wire guided missiles and energy rejuvenation squares. Playing the game is very easy and there are many options to change in order to make the game easier, or suicidal! This is an excellent game to vent excess energy on.

Dark Star A very well written game involving a star system which you have to rid of its captors by successively flying around from planet to planet, destroying cities, towers, spaceports and generally anything else that moves. It is quite a complex game and the best thinking game on the disc.

Lastly, a 12 inch remix version of The Halls Of The Things with a character editor built in. Why they would want to that we don't know, but HOTT is another maze game which is very fast moving and complicated. Recommended only for aliens with nineteen fingers!

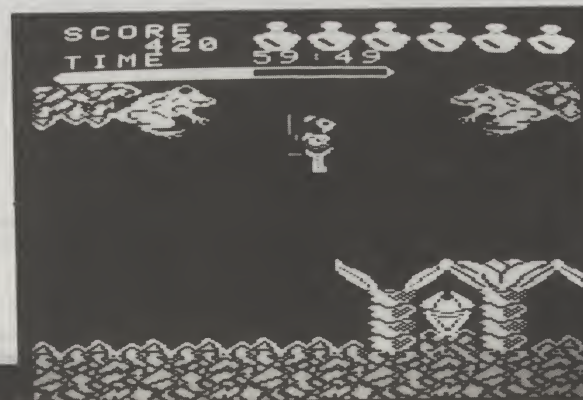
Overall, however, the disc is very good value for money and well worth buying if you have a disc drive.

## Reviewer's Comment

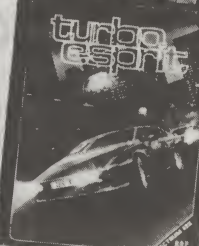
A very good selection of some of the best games available today. Do not be fooled by a catalogue space of 170k on the disk - saving something on it could prove fatal.

## Ratings:

Graphics: 89% - a little chunky, but very well defined and smooth running  
Sound: 60% - varies greatly from game to game  
Colour: 80% - clearly used with no clashes in all games  
Interest: from 60% to 90%  
Originality: from 50% to 95%  
Overall: 92% - worth every penny!







Program: Turbo Esprit  
Machine: Spectrum 48k  
Interfaces Supported: Kempton, Sinclair, Protek, Downsway  
Joystick: Optional  
Category: Arcade  
Publisher: Durell  
Review: Richard Peace  
Retail Price: £8.95



Turbo Esprit is a one-player road racing game set in the midst of a drug-smuggling operation. You naturally take the part of the good guys and your objective is to stop four delivery cars picking up the drugs from an armoured supply car stationed somewhere in one of the four cities incorporated in the game.

The screen display shows the interior dashboard of your Lotus, the steering wheel and a three dimensional scrolling view out of the window. The odd part is that rather than seeing the bonnet of the car through the windscreen, you see the whole of your car - on the road just slightly ahead of the windscreen. The view you get is therefore a sort of bird's eye impression of your car from behind.

The car is controlled by five keys - four directional and one fire button. The fire button acts as the

trigger of your machine gun when pressed on its own, or as the command to turn 90 degrees left or right if the corresponding direction key is pressed simultaneously. The other two keys enable you to accelerate forward and decelerate (or go into reverse). All the keys can be re-defined. Once you've got the hang of controlling the car using the "Driving Practice" Option you can proceed with your mission.

For the job in hand you're supplied with four Lotus cars and if you crash then you're automatically given another - starting from the point at which you



had your unfortunate accident. Catching the bandit cars can be done in two ways. You can either fire at them with your gun, causing them to blow up, or you can drive along behind and run them off the road by constant bumping until they surrender. You can't shoot the armoured car though. Cornering is a bit tricky at first, but a little timing - and given the exceptional road-holding capabilities (and we mean exceptional) of the Lotus - you will soon be turning corners at the maximum 150 mph.

Penalty points are given for bad driving - such as shooting through red lights, going the wrong way down one-way streets and killing pedestrians or road menders. Watch out for the road works too, or your lovely new car could be a write off fairly quickly! If you're running low on petrol there are plenty of garages along the way where you can fill up (the 7.5p

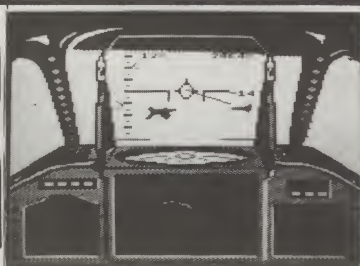
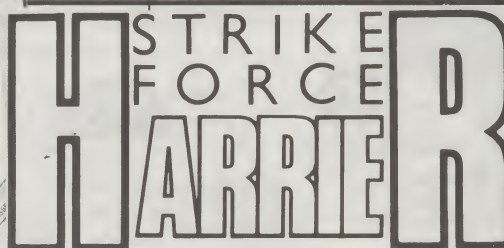
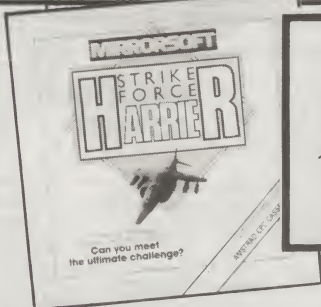
increase since the Budget won't affect you!)

Great graphics and a coherent objective combine to make Turbo Esprit a great game to play. Three point turns, pedestrians, traffic lights and road works all give the three dimensional view more depth than in some other 3-D games. Well worth buying - with four cities to explore and four skill levels it should satisfy most tastes.

Ratings:

Graphics: 90%  
Originality: 95%  
Sound: 50% - nothing noticeable in the game - good start tune though.  
Colour: 30% - only the car interior  
Interest: 87% - very addictive  
Overall: 90% - Which just goes to show - you don't necessarily need fantastic sound and colour to make an excellent game!

Program: Strike Force Harrier  
Machine: Amstrad CPC 464 (version reviewed)  
Joystick: Optional  
Category: Strategy/Simulation  
Review: Jeremy Doig  
Retail Price: £9.95



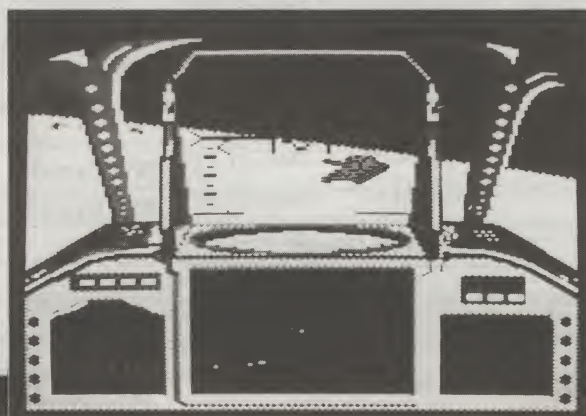
Allright all you budding fighter pilots - it's time for you to don your G-suits and scramble your jets into the most realistic flight simulator available for the Amstrad at the moment. As you've probably gathered from the title, you're in control of a Hawker Harrier V/STOL (Vertical/short take-off and landing) on a mission to find and destroy an enemy H.Q. The fighting takes place on a grid of 16 x 32 squares each representing a block 24 by 12 miles, making a direct flight to the enemy base 200 miles (thanks, pythagoras). Unfortunately, you cannot simply fly straight to the base and strafe it, because you have to protect four home bases from enemy attack in the form of tanks and MIG 23 aircraft. The MIG's are very fast and quite manoeuvrable and are armed to the teeth, but if you utilise the vector thrust techniques

properly, you can out manoeuvre them and blast them out of the sky with your cannons. As far as armament goes, you have two sidewinder air to air missiles, 3 one thousand pound bombs and 250 rounds on cannon shell.

The bombs are quite difficult to use and we found it easiest to cruise along at about 100 feet and drop the bombs at the last moment above the target.

The sidewinders are great - they never miss, and if you switch them on without firing them, you can follow the course they point to to intercept the aircraft without wasting the sidewinders.

One feature that is certainly a 'first' is the fact that you can land anywhere, and simply call up one of your bases to where you are - which is very useful if one of the bases is



under attack. If you land on dodgy ground, though, the base will build itself a few miles away and you have to fly there. The game can either be played as an all action shoot-em-up or as a proper strategy mission which caters for all types of would-be pilots everywhere. We think this game has a lot of potential.

Ratings:

Graphics: 90% - a little chunky in mode 0.  
Sound: 70% - can be irritating after a while, especially the warning bleeps  
Colour: 85% - good, realistic use  
Originality: 90% - base movement is a first, together with SAM sites  
Interest: 95% - non-stop action with no long pauses between combat.  
Overall: 90% - a first class game, all set to be a classic



# Chartwatch

If you're uncertain which games to buy then these two pages should help you decide. Firstly, the three charts shown here, courtesy of GALLUP, give the top 20 sellers covering the Spectrum, Commodore 64 and Amstrad for the week-ending 31st March 1986. The three larger panels give a summary of the ratings given by the leading magazines. Please note that whilst we have made every effort to ensure complete accuracy, we cannot be responsible for any errors.

## SPECTRUM TOP 20

This	Last	Title	Publisher	RRP
1	4	FA Cup Football	Virgin	7.95
2	1	Movie	Imagine	7.95
3	2	Sky Fox	Ariolasoft	8.95
4	14	Barry McGuigan World Championship	Activision	7.99
5	12	Incredible Shrinking Fireman	Mastertronic	1.99
6	5	Hypersports	Imagine	7.95
7	3	Winter Games	Epyx/US Gold	7.95
8	8	Spellbound	Mastertronic	2.99
9	37	Vectron 3D	Firebird	
10	18	Spitfire 40	Mirrorsoft	9.95
11	9	Commando	Elite	7.95
12	7	Devils Crown	Mastertronic	1.99
13	27	Tomahawk	Digital Int	9.95
14	10	Rambo	Ocean	7.95
15	6	Yie Ar Kung Fu	Imagine	7.95
16	22	Gunfight	Ultimate	9.95
17	11	Formula One Simulator	Mastertronic	1.99
18	20	Finders Keepers	Mastertronic	1.99
19	13	Caves of Doom	Mastertronic	1.99
20	36	Computer Hits (10)	Beau Jolly	9.95

## COMMODORE TOP 20

This	Last	Title	Publisher	RRP
1	NE	Uridium	Hewson Consultants	8.95
2	1	Hardball	US Gold	9.95
3	2	Yie Ar Kung Fu	Imagine	9.95
4	3	Kung Fu Master	US Gold	8.95
5	4	Electra Glide	English	9.95
6	5	Eidolon	Activision	
7	12	Kane	Mastertronic	1.99
8	10	Zoids	Martech	8.95
9	26	Boulder	Gremlin Graphics	8.95
10	25	Lord of the Rings	Melbourne House	15.95
11	NE	Phantom of the Asteroids	Mastertronic	1.99
12	8	Rock 'N' Wrestle	Melbourne House	9.95
13	6	FA Cup Football	Virgin	8.95
14	20	One Man And His Droid	Mastertronic	1.99
15	9	Mercenary	Novagen	9.95
16	7	Desert Fox	US Gold	9.95
17	21	Master Of Magic	Mastertronic	2.99
18	11	Commando	Elite	9.95
19	13	Rambo	Ocean	9.95
20	19	Kik Start		1.99

## AMSTRAD TOP 20

TW	LW	Title	Publisher	RRPE
1	1	Rambo	Ocean	8.75
2	6	Mini Office	Database	9.95
3	NE	Tau Ceti	CRL	1.99
4	5	Yie Ar Kung Fu	Imagine	1.99
5	4	Formula One Simulator	Mastertronic	8.95
6	16	Spitfire 40	Mirrorsoft	19.95
7	10	One Man And His Droid	Mastertronic	9.95
8	2	Sky Fox	Ariolasoft	1.99
9	NE	Music System	Rainbird	9.95
10	11	Monteraqueous	Mastertronic	1.99
11	8	Finders Keepers	Mastertronic	1.99
12	15	Elite	Firebird	1.99
13	NE	Nomad	Ocean	9.99
14	7	Hypersports	Imagine	8.95
15	18	Soul Of A Robot	Mastertronic	14.95
16	14	Who Dares Wins 2	Alligata	9.95
17	9	They Sold A Million	Hit Squad	9.95
18	12	Spellbound	Mastertronic	1.99
19	19	FA Cup Football	Virgin	8.95
20	3	Caves Of Doom	Mastertronic	7.95

Amstrad		Grading Method: Out of 10		AMSTRAD ACTION		AMSTRAD COMPUTER USER	
		Categories		AA grade their reviews on Graphics, Sonics, Grab Factor, and Staying Power. Below we give their overall AA rating.		Amstrad User grade on Graphics, Sound, Polish, First Impression, Lasting Impression and Value.	
		1 Graphics	3			1	3
		2 Sound	4			2	4
		3 Value				5	5
		4 Playability				1	3
						2	4
						5	5
Tau Ceti		1	3	34% Overall		1	3
Spindizzy		2	4	98% Overall		2	4
Contraption		1	3	85% Overall		5	5
Strangeloop		2	4	92% Overall		1	3
Rasputin				92% Overall		2	4
Working Backwards				93% Overall		5	5
Who Dares Wins II		1	3	91% Overall		1	3
Strike Force Harrier		2	4	91% Overall		2	4
Spitfire 40		1	3			5	5
Skyfox		2	4	83% Overall		1	3
Zorro						2	4
Sir Fred						5	5
Desert Rats				78% Overall		1	3
Big League Soccer				85% Overall		2	4
Ping Pong				94% Overall		5	5
Three Weeks in Paradise						1	3
Tornado Low Level						2	4
Swevo's World						5	5
Cylu				75% Overall		1	3

(One dot represents two points)



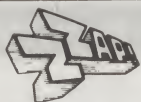
# Commodore



Grading Method Out of 10

Categories

- 1 = Graphics
- 2 = Sound
- 3 = Value
- 4 = Playability



Zapp! grade their reviews on Presentation, Graphics, Sound, Hookability, Lastability, Value for money and then Overall. Below we give the most meaningful mark.



Grading Method 1 5 \*

Categories

- 1 = Graphics
- 2 = Sound
- 3 = Toughness
- 4 = Staying Power
- 5 = Value

**Commodore**  
Computing International

Grading Method 1 5 \*

Categories

- 1 = Graphics
- 2 = Sound
- 3 = Playability
- 4 = Overall

Basildon Bond	1 ..... 3 .....	43% Overall	1 ..... 4 *** 2 ..... 5 *** 3 .....		
Yie Ar Kung Fu	1 ..... 3 .....	68% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Starship Andromeda		52% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Law of the West		78% Overall	1 ..... 4 * 2 ..... 5 ** 3 .....	1 .... 3 *** 2 .... 4 Crisp	
Mercenary	1 ..... 3 ..... 2 ..... 4 .....	98% - Gold Medal	1 ..... 4 ..... 2 ..... 5 ..... 3 .....	1 ..... 3 ..... 2 ..... 4 Awesome	
The Force			1 ..... 4 * 2 ..... 5 ** 3 .....	1 .... 3 *** 2 .... 4 Crisp	
Rock 'n Wrestle	1 ..... 3 ..... 2 ..... 4 .....	53% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
The Young Ones	1 ..... 3 * 2 ..... 4		1 ..... 4 * 2 ..... 5 * 3 .....		
Dragonskulle	1 ..... 3 ..... 2 ..... 4 .....	49% Overall	1 ..... 4 * 2 ..... 5 * 3 .....	1 .... 3 ** 2 .... 4 Dodgy	
Arc of Yesod		91% - Sizzler	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Uridium	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 4 ..... 2 ..... 5 ..... 3 .....	1 ..... 3 ..... 2 ..... 4 Mega	
Eidolon	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Kane		63% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Hardball	1 ..... 3 ..... 2 ..... 4 .....	93% - Sizzler	1 ..... 4 ..... 2 ..... 5 ..... 3 .....	1 ..... 3 ..... 2 ..... 4 Awesome	
Superbowl			1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Bounder	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Back to the Future	1 ..... 3 ..... 2 ..... 4 .....	32% Overall	1 .... 4 * 2 ..... 5 ** 3 .....	1 .... 3 *** 2 .... 4 Iffy	
Kung Fu Master		79% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Enigma Force	1 ..... 3 ..... 2 ..... 4 .....	67% Overall	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Elektraglide	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 4 ..... 2 ..... 5 ..... 3 .....		
Zoids	1 ..... 3 ..... 2 ..... 4 .....	96% - Sizzler	1 ..... 4 ..... 2 ..... 5 ..... 3 .....		

# Spectrum



Grading Method Out of 10

Categories

- 1 = Graphics
- 2 = Sound
- 3 = Value
- 4 = Playability



Crash grade their reviews on Presentation, Graphics, Sound, Hookability, Lastability, Value for money and then overall. Below we give the most meaningful mark.



- Categories 1 = Graphics
- 2 = Playability
- 3 = Value for Money
- 4 = Addictiveness
- 5 = Overall

**sinclair**  
user

Grading Method 1 5 \*

The Young Ones	1 ..... 3 * 2 ..... 4		1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
Show Jumping	1 ..... 3 ..... 2 ..... 4 .....	70% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★ ★	
Spitfire 40	1 ..... 3 ..... 2 ..... 4 .....	90% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★ ★ ★	
Gerry the Germ	1 ..... 3 * 2 ..... 4 *		1 ..... 3 * 2 ..... 4 * 3 .....	★ ★ ★	
Movie	1 ..... 3 ..... 2 ..... 4 .....	93% - Smash			
Forbidden Planet	1 ..... 3 ..... 2 ..... 4 .....	86% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
2112 AD	1 ..... 3 ..... 2 ..... 4 .....	83% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
Tech Ted The Megamix	1 ..... 3 ..... 2 ..... 4 .....			★ ★ ★ ★ ★	
Enigma Force	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★ ★ ★	
Costa Capers	1 ..... 3 * 2 ..... 4 *	64% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★	
Twister	1 ..... 3 ..... 2 ..... 4 .....	71% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
Nomad	1 ..... 3 ..... 2 ..... 4 .....	79% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
Yabba Dabba Doo		81% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★	
Flyer Fox		61% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
William Wobbler		59% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★	
Zorro	1 ..... 3 ..... 2 ..... 4 .....	53% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★	
Skyfox		84% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★ ★	
Bomb Jack		92% - Smash			
Think	1 ..... 3 ..... 2 ..... 4 .....	82% Overall	1 ..... 3 ..... 2 ..... 4 ..... 3 .....		
Realm of Impossibility		10% Overall	1 ..... 3 * 2 ..... 4 * 3 .....	★ ★	
Gladiator	1 ..... 3 ..... 2 ..... 4 .....		1 ..... 3 ..... 2 ..... 4 ..... 3 .....	★ ★ ★ ★ ★	



## New Releases

Instead of printing vast lists of software each month we're just going to feature the new releases on each machine with a full update every six months or so. You should therefore retain your last full listing, keeping a note of the updates with it, until the next full list is printed. Before ordering, please check the deletions list to avoid disappointment. If you do order something that's not available your account is left in credit or in the case of credit card

holders the charge is adjusted accordingly.

### Deletions:

Products which are definitely deleted since the last magazine are **Gyroscope**, **Bored of the Rings** (Sp), **Jet Set Willy** (Sp), **Death Wake** (C-64), **Tornado Low Level** (Sp), **Antics** (Sp), **Archon** (Sp), **Freeze Frame** (C-64), **War Game** (Sp).

## Spectrum/Spectrum +

Order Code	Publisher		Retail	Club	Bonus
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# A POKE in the right place....

All the major computer magazines, ours included, publish POKE's and we receive a steady stream of letters from readers asking how you actually go about implementing them. In this article, Jeremy Doig, our resident 'Code Junkie' explains how the Pro's manage to get all those infinite lives, extra energy or anything else needed to survive the onslaught of the sprites.

Basically, the work entails the systematic breaking into of the main machine code of the game you are trying to break. (Note that this is not hacking, but breaking. Hackers use modems to infiltrate other people's computers, but breakers crack program codes). I will not even begin to try to explain in detail how to break into programs as there are as many different types of protection mechanism on the market as there are MSX computers being returned to retail stores on

the 27th December, but I will give some pointers to send you in the right direction.

Firstly, you have to de-protect the header. This may entail creating a false header, or skilfully using a disassembler, as most loaders are in machine code. If you don't already have a fair knowledge of machine code, then at this point I suggest you make the decision whether to dedicate time and money to learning it, or dedicate just money to getting a Multiface or other such similar device. My personal opinion of such hardware is that it is only for people who can't stand the heat and that the satisfaction of breaking a protection mechanism the hard way is tremendous.

Well, when you have figured out how the header or loader gets the information from tape or disk then you should put a break point in the header after

it has finished loading the main game. Run the loader and it should stop when the game has been put into the memory. As long as the program does not load over the basic program area or the system variables, then you should be alright. If you have completed this far successfully, then the battle is almost won. What you have to do now is painstaking look at the most likely places in the memory where your number of lives (or whatever it is that keeps you alive) is kept. This, however, is usually a lot easier if you have a single step disassembler like Hi-Soft's Devpac where you can see exactly where the program is running in the memory and what it is doing. If you are totally lost, here are a few thoughts that might help you.

1). Write down a few blocks of numbers in the memory which are most likely to contain useful information. Insert another break point in the program and start it working. When the program stops again, look at the blocks which you have written down and compare them with what is now in the memory. This might highlight some

numbers that have changed while you were playing the game.

2). Try to find the block in memory that informs you that you have lost a life. Backtrack from there to the beginning of the 'he has just hit a nasty, so now he is going to die' routine and insert a return (C9 hex). As long as the routine has been CALLED, you will be immune to death.

3). If all else fails, find out how many lives you have when you start off and look through the memory for this number. Write down each address where it occurs and slowly, one by one, change each one to a maximum value of 255 and run the game. Obviously, this method is for people who have nothing better to do with half of their lives, but it works...sometimes.

These few hints may be of help, but if not and you are manically determined on breaking into a program, drop me a line at the Mr Software address. I can't guarantee to answer letters personally but the Ed tells me we may publish any interesting letters and answers.

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### Better Service

We have long been aware of the difficulties caused by the geographical split between our administrative offices in High Wycombe and our despatch centre in London. So, from April 7th we are moving our offices to London and we will now be based all under one roof at 91 Euston Road, London NW1. By the end of April we will have full showroom facilities at that address so that London members may call and buy software 'off the shelf'. More about this in the next issue. In the meantime, the move will enable us to offer a SAME-DAY order service. A number of you have expressed the wish to be able to telephone your orders through and have them despatched the same day. From Monday April 14th this will be possible - the only thing is we will ask you to pay the full retail price as it will mean a lot of extra rushing about to ensure we keep our promise.

## 'Off the Hook' released

The much talked about but much delayed follow up to Soft-aid has finally been released. It's called 'Off the Hook' and features 10 games. Versions are presently available for the Spectrum 48k and Commodore 64 only.

The full range of titles is as follows.

Spectrum:- Pitfall II (Activision), Psytron (Beyond), Fall Guy (Elite), Ad Astra (Gargoyle), Sam Stoat Safebreaker (Gremlin), Splat (Incentive), Mugsy (Melbourne House), Kong Strikes Back (Ocean), Chequered Flag (Psion) and Blue Max (US Gold). To be honest none of these games was spectacular, yet again none were total flops so at £6.99 for the tape you've got a good deal.

Commodore 64: Pitfall II (Activision), Space Pilot 2 (Anirog), Psytron (Beyond), Fall Guy (Elite), Demons of Topaz (Firebird), Sheep in Space (Llamasoft), Kong Strikes Back (Ocean), Black Thunder (Quicksilver), Death Star Interceptor (System 3), Talladega (US Gold). Not, in our opinion, such good value as the Spectrum tape. Psytron and Death Star Interceptor are about the only memorable games - yet at £6.99 for the ten who can grumble? It's less than you would have paid for each one eighteen months ago!

Proceeds from the sales of 'Off the Hook' will go towards The Prince's Trust to be spent on combatting drug abuse.

## War Gaming

For those of you who are keen on war gaming we are advised by a member (sorry we forgot his name) that there is a brilliant program called **Convoy** available from a company by the name of Rino Marketing, 1 Orange Street, Sheffield S1 4DW. We know nothing more than this and the game is not available through Mr Software, but thought we would 'pass it on'. The price, incidentally, is £2.95.

## Educational Software

Regrettably, supplies of the educational software catalogue we advertised from BESA seem to have dried up and we have no alternative but to delete this product for the time being. The company responsible for issuing the catalogues, Proteus, have repeatedly told us that a reprint is 'due any day' but it seems that like a good many things in the software industry that day can take a long time to come.

## Uridium Riding High -

Continued from Front Page

version. Spectrum owners keep your fingers crossed.

Other titles receiving acclaim at present are the Commodore version of **Zoids**, **Hardball** from US Gold (a 93% Sizzler rating from Zapp!) and **Mercenary**. On the Spectrum **Bomb Jack** has received an excellent review in *Crash*, but hasn't been out long enough to get in

the charts. *Movie* has achieved good reviews in *Computer & Video Games* and *Crash* and at 31st March was No.2 in the charts. Apart from these two there are no clear chart-toppers at present. On the Amstrad **Spindizzy** is getting everyone excited with 98% overall rating in *Amix* and high marks in *C&VG* and *Amstrad User* - again it's not been out long enough to be in the charts yet.

## Win FIVE games of your choice.

In this month's competition you can choose your own prize - just select any five games you like (up to £9.95 Retail Price each). Winning is easy! Just identify the games featured in the screen shots given here and that's it.

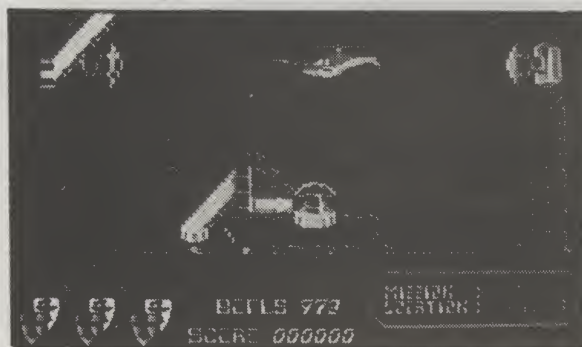
Write the names of the games on a postcard and submit this with your next order. The first two correct entries picked from the 'hat' on 31st May 1986 will each qualify for the prize. There will also be five runner-up prizes of software vouchers.

You can submit as many entries as you like, but each

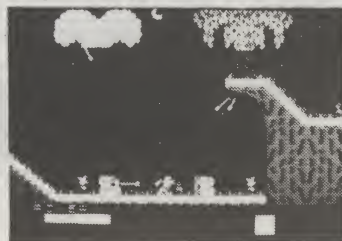
one must accompany an order and must be submitted no earlier than 7 days from the previous entry.

The decision of the judges is final and correspondence will not be entered into. The winners will be notified by post and asked to select their five choices of software. No games should be requested at this stage.

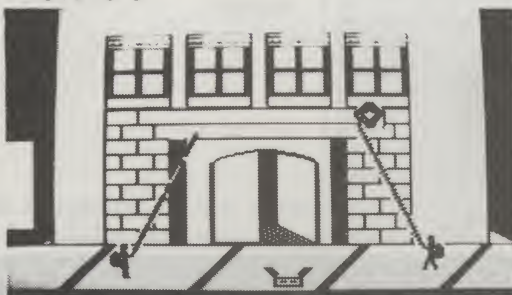
Picture 1



Picture 2



Picture 3



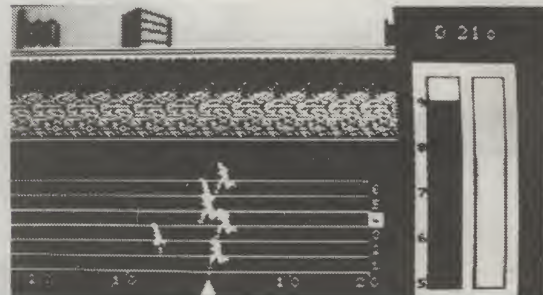
Picture 4



Picture 5



Picture 6







# SOFTWARE EXPRESS

commodore • spectrum • amstrad

Volume 2 Issue 2

May 1986

Price 50p

## Never Ending Story?

If you want to get through a hail of gunfire in real life then you'd need some pretty stout protection. In C-64 computer games it's less painful, but you can now make it a harmless exercise. With the aid of the Game Killer cartridge from Robtec, you can disable sprite collisions and thus find your way to the highest level of the game without trouble. The cartridge plugs into the back of the '64 (with the power OFF) and can then be turned on and off during a game at will. Be warned though. It only works with sprite collision games. These do, however, include such titles as Impossible Mission, Who Dares Wins, Beachhead, Gyroscopic etc. The cartridge retails at £14.95.



## Knight dawns?

Following on from our story last month it now looks as though Ocean's Knight Rider will be released in the next few days. Price levels have been set for the game, these being £7.95 Spectrum and £8.95 Commodore and Amstrad. It is unclear at present whether all three releases will be simultaneous. Lets just hope that after all the fuss it's a worthwhile game!

## Bumper Issue

20 Pages + Supplement

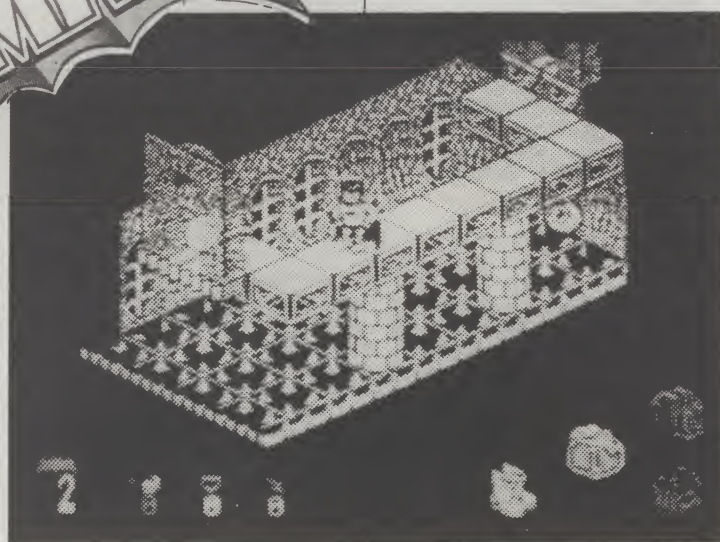


## DOCTOR DOCTOR

Just as we write this page at the printers, the June issue of Sinclair User has come out and what an impressive review it has of Batman. I used to think "Crash" were the last word for detailed and thorough reviews but in this case Sinclair User have walked all over them.

Talking of which, has anybody got very far with Dr Who & the Mines of Terror. I set out to review this game but could not make head nor tail of the instructions or, for that matter, of the game. From what I can gather, no other magazine has been able to get much further, though they won't admit it. Computer & Video Games say "the one big plus of Dr Who is its sheer scale and Zap! make comments like "there is a lot of depth to this game". Rather than their usual highly detailed break-down of the plot they say "to complete the game the plan has to be retrieved from the lab and then returned to the Time Lords, not all easy since the map is absolutely huge. A fair bit of help is given via the packaging which includes a full blown, though not very detailed map of the mining complex". Come on Zap!, don't let the standards slip. Meanwhile, if any of you out there have completed Dr Who we'd love to hear the details.

**Program:** Batman  
**Machine:** Spectrum 48k, Spectrum +, Spectrum 128k  
**Interfaces supported:** Interface II, cursor, Kempson and Fuller  
**Category:** Arcade Adventure  
**Publisher:** Ocean  
**Review:** Craig Hatter  
**Retail Price:** £7.95



The Caped Crusader continues his fight against crime in Ocean's new release, **Batman**. In this arcade adventure Robin, Batman's friend and partner, has been kidnapped by evil parties, namely the Joker and Riddler. Batman must free the boy wonder by assembling the trusty Batcraft whose parts lay scattered around the catacombs far underground.

Once you've worked through the various menus deciding on keys/joystick, sound etc., Batman slides down his pole into action. At the beginning of the game Batman's powers are limited to just casually strolling around looking for his four vital Bat-devices: Jet Bat boots (for jumping); Batbag (to pick up/put down objects); Bat Thruster (allows horizontal movement when falling); low gravity Bat-Belt (halves the speed of des-

cent). All must be collected before he can go on to find the Bat mobile parts, and thus on to save Robin.

An excellent feature of the game are the 'Bat-Signals'. Simply get Batman to touch one of these 'en-route' and it will instantly vanish. At the same time, however, it stores away the state of play so that if you suddenly lose all your lives you can return to the position at which you last touched a 'Bat-Signal' and have your number of lives, parts collected etc, restored to you. Using this facility you can take a risk or two without losing all.

Batman isn't totally without help in his mission — he can pick up temporary extra powers, or increase his

*Continued on back page*

## Change of Address

Please note that with effect from Monday 7th April our address is now:-

**Mr. Software Limited**  
**91 Euston Road**  
**London NW1 2SX**  
**Telephone: 01-387 0083**



**We're going to drop reviews and turn the whole magazine over to letters! No - that's just a joke, but we have thought about it. The response we get from you, the readers, is that you'd like still more letters pages. Certainly, the response from Volume 2 Issue 1 was tremendous and if your letter isn't here we can only apologise - there just wasn't the room to include everything we would have liked to. We kick off this month with a letter from A. Brookes who asks why we don't print full addresses. Would you mind your full address appearing? Let us know when you write. You will write, won't you?**

## Confidential?

Dear Input,

I am writing in response to the letter of C. Cousins down in Helston asking for some tips for playing ZZZZ.

To cross the road type "thumb lift" and press "return" when you see Sanman crossing the road. Having put on your tie and gone down the dumb waiter, make your way east to the well. Lower your bucket and having retrieved it you can fill your pistol and shoot Billy's hat off.

However, I have got no further than this, and I need help in getting into the passage behind the fire as well as getting the matches.

How many readers out there have finished Hero of the Golden Talisman? If you haven't then I can only say that you shouldn't give up hope. My hiscore at present is 314420.

Would it be possible in future to publish the full addresses of contributors to enable other readers to contact them personally and exchange hints and tips as well as becoming penpals? I think that a lot of people would like to share their flashes of inspiration with others - don't you?

P.S. You asked us to let you know our hi-scores on Uridium, well mine is 193,000 but hopefully it will soon be higher.

A. Brookes,  
Reading, Berks.

*As we said, let us know your views on whether full addresses should appear. Certainly, Jon "Zapper" Rose doesn't seem worried at the prospect of being inundated as he writes.....*

## Letter of the month

Dear Input,

No, it's all right, I haven't found another printing error in the club magazine, in fact I would like to complement you on the new monthly magazine. My reasons for writing are two-fold, and I have had to put my "Mr Angry" face on, (not a pretty sight!).

Your comments about the new War on Want tape were, I feel, unforgivable. You seem to dismiss it as a waste of money because some of the games on it are not all Ultimate class. Well, I seem to remember that the games on Softaid weren't exactly earth shattering. Anything that will help towards the eradication of the world's terrible starvation problems must not be dismissed out of hand simply because it does not in your eyes quite come up to scratch. The price is fair when you consider how much it costs to try and keep people in the third world fed. It costs about as much to feed the third world for a year as NATO spends on arms each week!! So next time you see a charity tape which doesn't have all the latest hit games on it, please think before condemning it as something to "waste your money on" (your words, not mine). Or alternatively, perhaps you would like to go for months on end not knowing where your next meal was coming from, or whether you will see the day out...

My second point is about the pokes and hints that have appeared on your letters page. Whilst they are very useful, most have been "lifted" from magazines like Crash, C&VG, Sinclair User, Your Sinclair and Popular Computing Weekly. That's just the Spectrum hints! Your readers wouldn't do this to other people's game listings, passing them off as their own work, so why do it in pokes and hints. If these people who write to your magazine do it simply because they don't know how to find pokes for themselves, I am willing to help Spectrum owners where Jeremy Doig has left off, showing people how to actually create false headers and the like. Oh, by the way, Jeremy, C9 hex is only "return" on the Z-80 processor, limiting its use to the Spectrum and Amstrad machines. I am afraid that I don't know what "return" is on the Commodore machines. Perhaps one of your other readers can help.

Just a couple of final things about my War on Want outburst I am not in any way connected with the charity organisations, but I do feel strongly about your perhaps slightly flippant remarks. Also the comment about NATO's arms expenditure could just as easily be applied to the spending of the Warsaw

Pact. There, I am not a mad commie subversive after all!

Before I go I would like to offer my help on the following games, all of which I have completed, or got very good at: Arcade Games: Atic Atac, Lunar Jetman, Jetpac, Pssst, Sabre Wulf, Knight Lore, Underwilde, Alien 8, Nightshade, Gunfricht, Cookie, Alchemist, Zzoom, Zip-Zap, Arcadia, Hypersports, W.S. Baseball, W.S. Basketball Yie ar Kung Fu, Movie, Matchday, Moon Alert, Zaxxon (U.S. Gold not Starzone), Spynhunter, Tapper, Buck Rogers, Finders Keepers, Spellbound, Frank Bruno's Boxing, Airwolf, Tir Na Nog, Lords of Midnight, Brian Blood-axe, Strangeloop, Chukie Egg 2, World Cup Football, Falcon Patrol 2, Pyjamarama, Everyone's a Wally, Herbert's Dummy Run, 3 Weeks in Paradise, Jet Set Willy, Jet Set Willy II (spot the rip-off!) Manic Miner, Tribble Trubble, Thrusta, Astronut, Ometron, Orion, Cosmic Cruiser (This is awful!), Critical Mass, Pyramid, Doomsday Castle, Starbike, Gilligans Gold, Horace goes Ski-ing, Dark Star, Robin of Sherlock, Spellbound (Q-bert look alike from Beyond-on "Soft-Aid"), Mr Wimpy, Time Gate, Missile Defence (Anirog's excellent "Missile Command"), Dynamite Dan, Technician Ted, Astroclone, Avalon, Dragontore, Southern Belle, Costa Capers (not as bad as the magazines would lead you to believe), Elite (I am only "dangerous", but know most of the special missions and different tactics on the Spectrum version), Kong (Anirog) Pi-Balled, Pi-in-Ere, Morris Meets the Bikers, Crusoe, New Wheels, John?, Mikie, The "Your Sinclair" demo version of Rasputin, Scorchery, Adventure Games: Marie Celeste, The Hobbit, Ashkeron, Mordon's Quest (only as far as the Adamantium barrier - what is the password?) Lord of the Rings (part 1 only, I haven't tried part 2 yet), and Pen & the Dark.

Anyone wanting tips on these games should send me an S.A.E. to my home address, not to Mr Software. I am sure that they are busy enough as it is! Also does any of your readers have copies of issue 6 and 7 of Crash which they are willing to sell or swap for a hardly used copy of White Lightning?

Must go, have run out of paper!

Jon "ZX Zapper" Rose,  
14 Lion Road, Nyetimber,  
Bognor Regis,  
West Sussex, PO21 3JZ.

*Sorry, Jon, perhaps our somewhat sarcastic comments were a little uncalled for. We felt angry on two counts though. Firstly, this could have been a highly successful tape if only one or two first class titles had been included. It's easy to underestimate the potential generosity of contributors when a worthy cause is in-*

*volved (look how willingly all the Live Aid! stars contributed their time) and I think War on Want could have had a winner on their hands with a little more experience of the market behind them. Secondly, why restrict solely to mail order via their own organisation? (As it turns out we were mis-informed by our sources on this point. Apparently WOW always intended, eventually, to go nationwide). O.K., so the profit per tape will be higher, but you can be certain that their sales will be very restricted as a result (did you know that mail order software only accounts for 5% of the total market). Surely it's better to go for national distribution at a lower margin and sell, say, 50-100,000 tapes instead of the few hundred they will most likely be able to ship themselves.*

*That said, we've spoken to WOW who tell us that national distribution is about to happen and that Smiths and Boots are both handling the tape. Check for any Stop Press item on the front cover to see if it's available through the Club.*

*As to your point about POKES, we can't unfortunately, check out every one to see if it has been 'lifted' from another magazine. All we can say is that if we find it has then the contributor won't get his £7 vouchers for having his letter printed in these pages!*

## By-Pass

Dear Input,

I have recently bought the M.A.D. Game The Last V8. I found it almost impossible to get to the base on the first screen. So if there are others who have the same problem, try nipping through the trees at a point you think easiest (wait until you are past the long hedge though) and travel to the left of the screen as you look at it. This will fool the computer as it will think you have only got half-way, but you will be over the bridge by that time and almost at the base.

Russell Jackson,  
Forest Green, Glos.

## Magnetic Attraction

Dear Input,

I would like to say that I enjoy your Magazine very much. I am wondering if you could give me any help on how to take the magnet from its container on Pyjamarama, I have tried and tried many times to do this but I have not been successful. I would be very grateful for any help.

K.A. Yearsley,  
Sandbach, Cheshire.



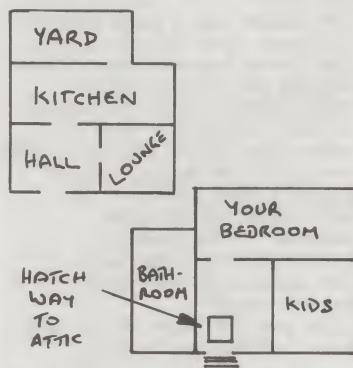
## Snap Happy!

Dear Input,

I am writing to you with some hints and tips on the epic game **Terrormolinos**. Here are the places to take the photos: Photo 1 - at the Plaza. Photo 2 - in the tourist part of the town where a man is impersonating John Travolta. Photo 3 - as soon as you get on the beach take photo. Photo 4 - go north along the beach from last photo and take photo. Photo 5 - go north of last photo and take photo of Miss Peach paddling. Photo 6 - Once on the island take photo of Doreen and the unexploded bomb. Photo 7 - at bull fight, when Beryl asks if she should take photo type "y". Photo 8 - at whine taste, take photo of spider. Photo 9 - at top of bell tower at monastery. Photo 10 - after taking photo of Miss Peach paddling go north and take photo of boats.

I also enclose a map of the house in the game.

Richard Morley,



In the yard you can get the trunks and steps. In the kitchen you can get the camera. In the lounge you can get the passport. In your bedroom you can get the red hanky (inside drawer) and the brochure with the tickets inside. In the kiddies bedroom you can get the bucket and spade. In the bathroom you can get the pills. In the attic you can get the harpoon gun, the suitcases and the snorkel.

## 64 Tips

Dear Input,

Here are some tips for three Commodore 64 games:-

**Mercenary:** An aerial will make the communications room function to distinguish between Palyar & Mechanoid, you need the metal detector. Palyar-green; Mechanoid - blue. Be-ware of doors with only one diagonal line - they might put you in a dead end situation, then again they might help. Make a note of which doors help or hinder.

I've found that storing items in a particular hanger is very helpful - you always know where they are but always carry all your keys otherwise you'll get nowhere fast.

**Paradroid:** Never get drawn

into a shooting match with high class droids - you usually END off worse. Transferring is usually the best way to clear the more difficult decks.

Try to clear the large decks in the middle of the ship first - starting with the blue deck.

**Rock 'N' Wrestle:** Try to grab your opponent from the side and spin him around by rotating the joystick and after he hits the ropes, a well timed "clothes line" is a good weakener.

If opponent is flat out in centre of ring, the "turn-buckle" will ensure he stays flat out.

When fighting the computer, only try for the "fall" when he is really weak otherwise he'll just throw you off except "Red-neck McCory" who'll stay down.

A well placed kick in the "nether regions" takes all your opponent's energy away and he'll stagger around the ring in agony.

I hope these tips will prove helpful to some people. Now will someone send in tips for "Koronis Rift". I'm a bit lost on that one.

T. Hall,  
Stanley, Co. Durham.

## Simple Solution

Dear Input,

In reply to Thomas M. Jorgensen's letter, (Vol. 2, Issue. 1) about "Fairlight" his problem is quite easy to solve. There are two methods. (1) Use an object which looks like an egg timer. This stops the monk from moving. (2) When coming towards this room do not stop. This means when the screen with the bridge comes up, you will start to move immediately and get by the monk. You may lose some life plants but it is better than using up your egg timer. By the way, does anybody know which bait suits which genetic experiment and how do you get BOO to work in *Sweevo's World*.

D. Butler,  
Ireland.

## Ams????

Dear Input,

Here are some tips for a few Amstrad games, and a tale of grief.

It was my first job interview and I thought it was going quite well, until... I was asked by my interviewer - a fellow straddles (slang for Amstrad owners) - what computer magazines I read. Well there was you for one and good old Ammix!

"Amitx? What about Amstrad Action".

Answering the question, I spoke derogatively of the paper, only to find my interviewer was a writer for the mag!

Well, a week later I received a letter telling me that I failed to get the job. I still

dislike Amstrad Action but no more harsh words shall be spoken, that is a promise!

Anyway, less of my worries, on with the tips, which I have scribbled down after listening to my Sique Sique Sputnik 12 Video Mix. For the...I don't know, I think I've lost count. Well here are the helpful pieces of exclusive information, which should get you well into the high score charts.

**Daley Thompson's Supertest:** Pistol Shooting: Try not to move in alternate motions of vertical and horizontal lines, try to move in one straight line or as near as possible to shoot before the target disappears.

**Cycling:** Move the joystick left to right in short, sharp movements as fast as possible without really hammering it. Try to keep to the orange on the speedo and you should pass.

**Diving:** Press the fire-button quickly as the board goes to spring back upwards. On the third jump, wriggle the joystick. If you have jumped successfully well you should nearly somersault through the top of the screen. **BEWARE:** One press of the fire button, on the last jump or any other too late or too early will return you to "first jump" height.

**Slalom:** Move across the screen in light movements. Don't be heavy on the joystick as you will career into the side of the track...whoops! I mean slope. The gates are in this order: Right, centre, left, centre, right, centre, left, centre etc...etc..

**Rowing:** Joystick Health Warning! If you know what's good for your joystick, take this event slowly and fail it.

**Penalties:** Press "fire" to start your run up. To gather speed alternate the joystick between left and right. When you are about one centimetre from the ball depress the fire button for a split second (when I say split... I really mean split!)

**Ski-Jump:** On the pistol shot, waggle the joystick to and fro until you approach the take-off point. Just as the tip of the ski ventures over the edge, press fire.

**Tug O'War:** Just choose the opponent and then use the cycling technique. Crazy Craig is my standard limit on this event and I salute all those who beat Doctor Death.

Oh dear, you'll never fit all this in - this will have to be the last set - they are for:

**Spy vs Spy:** Don't leave the Airport door hidden, don't search for objects. Find the room with the exit to the Airport and cocoon yourself in with gadgets from your trapulator. The Black Spy will collect everything. When he tries to enter your room he shall be sent flying off to Heaven while you can collect the objects from the room he tried to enter from. Now you can escape.

P.S. Anybody out there who has some helpful advice on

Airwolf please send it in. Here are some codes in order, all seven for Frank Bruno's Boxing as requested in Volume 1, Issue 3.

- (2) L9PIIA799
- (3) M3TIN9599
- (4) B7N10NDF8
- (5) A1RINFBC8
- (6) B4UHC9FA
- (7) 080IIA7A9
- (8) I2SII05L2

David Wilkes,  
London.

## Interface Needed

Dear Input,

Please help!

I need a printer interface which will (COPY), as well as (LPRINT) and (LLIST).

The printer is a Walter WM2000, which we use with the RML 380, but we desperately need to use this printer with our Spectrum.

Paul Nicholson,  
St. Francis Xavier School,  
North Yorks.

## Boxing Clever

Dear Input,

I have a few little tips for what I consider to be the best boxing simulation for the Commodore 64 Barry McGuigan World Championship Boxing.

When you start as a "new-pro" do not worry about your strength or agility - they will work themselves up slowly well before you reach Barry. What you really need to work on is your stamina at first. Once stamina has reached its peak it should stay there. I found that at the beginning you should spend the training time on: spar. time, road work, light bag (a little).

I found it very boring to try and win against the other boxers by points.

A short note, I do not think your screen shots do any good for the games, e.g. the screen shots of Uridium

If you are playing Way of the Exploding Fist then I think that for the 1st, 2nd and 3rd dans the forward sweep is very effective.

Russell Jackson,  
Nailsworth, Glos.

*You're right - the graphics in Uridium are much better than they looked in the 'photo. To be honest, the change of paper (which was made to help the printers get the magazine out faster) has left us experimenting again with photographic reproduction and hopefully it will get better as we gain more experience.*

## Cheat

Dear Input,

Firstly, a praise to your extremely good Magazine, as it's brilliant value for money. Now some cheats: Rambo: When



you are being chased by the plane, move diagonally left and up while pressing "=" and "return". This will make your helicopter speed away towards home base. Thing on a Spring: Press the keys T,H,I,N,G, Inst. Del. and left arrow at the same time, giving you unlimited oil. Booty: Press K,E,V,I,N simultaneously for unlimited lives. Monty on the Run: Type in "I want to cheat" on the title page and you will! Also, type in "Arthur Scargill" for a laugh! Mercenary: Believe it or not, the cheese can be flown! Just climb aboard it like any other vessel. Elite: To be able to shoot baddies and then whizz off, leave the space station, freeze the game, press "X", then unfreeze it. Set hyperspace to a planet less than 3.5 light years away, then press "H", and then immediately press "Ctrl" and...hey presto! you've found the baddies. Give them a good shoot-up and then hyperspace off again.

S. Hadlington,  
Oxted, Surrey.

## Confused!

Dear Input,

Please excuse the paper and handwriting, but I've only just ordered your "Tasword" package!

Anyone have any trouble with C-64 transformers playing up and dumping programs? Mine did - eventually packing up completely. I went to local shops for advice and also Commodore directly.

Both told me the transformer was a "sealed" unit and a new one would cost me £28 and £18 (approx) respectively (quite a difference in price don't you think!). It seems obvious now, but no-one told me about the "sticky-out thing" at the back.....it's a fuse holder! In a fit of pique I tore it open to reveal a blown fuse which my local radio parts shop replaced for 30p!

Seems strange no-one thought to mention that a fuse may have gone, doesn't it? So save your money you lot and you can get more Club tapes.

(Anyone out there manage to complete Cauldron by Palace Software by the way?)

Mike Clitherow,

*Well done Mike - an excellent discovery that we're sure will save many Commodore owners a pound or two - Ed*

## Sour Grapes

Dear Input,

First of all I'd like to say "bring back the old 64K mag!!!!" Now that's out of my system I will give an explanation to my decision. First this new mag is only 16 pages long, whereas the old mag was 24 pages, which means we're losing out on news and reviews. Also, why have you scrapped the 6 pages of software listings? because in

the other (older mags) you say "all previous lists are now superceeded". So how are we, the readers, supposed to know the prices of older games if they change. You have also cut the reviewing pages, what's happening?

Now to the good thing, I like the idea of more pages of Input and listing the new releases. I wonder if other readers agree with me.

Brian Saunders,  
Dagenham, Essex.

*Firstly, Brian, the length of the magazine is determined very much by the amount of worthwhile information to be included. There's nothing to be gained from padding out the magazine to make it feel better, unless the extra material is of high quality. Also, because the magazine is now monthly you're in effect getting 32 pages of the 'old' style bi-monthly.*

*Moving on to prices, we found it was uneconomical to keep printing pages of listings which were virtually unaltered except for the new additions. This month, as you'll see, we have included long lists of clearance items and probably next time around we'll print a full list again. In the meantime, the prices from your last full list are still correct.*

## Elite again...

Dear Input,

Thank you for printing the solution to the aquarium problem in Spiderman (April '86). It has been plaguing me no end. Many thanks E. Lietz, you've saved my sanity.

While perusing the letters page of your peerless publication (nice new image), I noticed a letter by Mark Broadhead on the subject of Elite. It's a great game but a bit difficult to get into. Here are some tips that maybe of help in the Spectrum version: (1) Hyperspace - It is possible to jump directly between..... (At this point in Robert's letter there was just a blob of Tippex so you'll have to work out what it was he was jumping between - Ed). All that is necessary is to program a jump in on the local chart, face the entrance to the Dodo Station and dock manually, however, just before entering the station hit hyperspace and you will have docked in your chosen system. (2) Thargoids - Freeze the game, press fire missile (F) unfreeze the game and hyperspace. You will find yourself in Witchspace with three to five Thargoids in front of you. A good opportunity to boost your combat rating and get bounty money. To exit Witchspace, freeze the game, press "f", unfreeze the game and hyperspace. Hey presto, you're in your hyperspace system. Missiles and energy

bombs do not work here unless you have a cloaking device. (3) Cloaking Devices - These are obtained in the cargo canisters of disappearing asps. They are activated by the Y key and will make you invisible to any enemy. You will be able to use missiles against enemies with E.C.M.'s and missiles and energy bombs in witch space.

In your April issue you featured an article on the Wafadrive, nice price! However, it might not be a good deal if there isn't sustained software support for this product. If there is, will you be providing any, and will it be economical?

Robert Foster  
Staines, Middx.

*We're a little unsure what you mean by 'software support'. If you mean the wafers themselves, then these are readily available and will be for the foreseeable future (as far as anything is foreseeable in this industry) and indeed Smith-Corona, the typewriter people, have just launched a word-processor in the States using Rotronics technology and identical wafers. Rotronics assure us that there are no plans to cut production of the Wafadrive and, indeed, models are planned catering for other computers apart from the Spectrum. As for software itself, you can convert virtually any program to Wafadrive with a device such as Multiface One.*

## Bugged?

Dear Input,

For my last birthday I received a Quickshot II Joystick with a Dk Tronics Interface. It is an excellent joystick in every way...except for the fact that the stick is much too flimsy. In other words, it is not suitable for Daley Thompson's Supertest by Ocean. After a bit of joystick bashing on this game (which I received from you at very low cost), I succeeded in breaking it (the joystick of course). So I took it back to Boots and, of course, (being the kind and generous Boots that they are) they exchanged it for another one. (Yawn - Ed)

Because the joystick had broken so quickly, I only had the chance to play one of the sides with the joystick. So when I got to the "penalties" I didn't realise that the joystick wasn't going to work. What happens is that as soon as the little "man" gets onto the screen, he takes a shot automatically so that he totally misses the ball. It is okay when it is on the keys, but I can't do most of the other events with keys. I always make sure it isn't on auto-fire and nothing appears to be wrong with the joystick at all. Could it be a bug in the program, or

is there something wrong with the joystick? I would be very pleased if you, or any other member of your club could help me with the matter.

William Webb,  
Bath, Avon.

P.S. I am very pleased that you have decided to distribute your Magazine monthly and increased the Input pages. Well done! Keep up the good work!

## Pokes for ComSpam!

Dear Input,

I need help with Jet Set Willy II, I have made a map of it, but this hasn't helped me much. I need a poke of sorts. Can anyone help me?

This is my second year with Mr Software and in no way do I regret it. I have one criticism though about the new magazine and that is, how do you know what computer the pokes are for? In some cases it is obvious but not in all. In the last edition what computer were the Chukie Egg II pokes for?

Anyway here are some Spectrum pokes: Sweevo's World - Poke 33219,0 for unlimited lives. Poke 37008,n - N is the number of lives, maximum = 255. Put these pokes before the RAND USR number in the header. Project Future - Poke 27662,0 - this will remove all the aliens. Saboteur - Poke 29894,0 - unlimited energy. Spectacle - the password is "everyone's a nervous wreck"

Do you like maps sent in as I have compiled one or two?

C.J.D. Dean,  
Wantage, Oxon.

*Good point, C.J.D. Dean, that's a bad slip on our part. Perhaps prospective contributors would be kind enough to tell us which machine they're talking about when they write in.*

## Sting in the eye

Dear Input,

My query is asking you very nicely, creep, creep, if you could give me any tips on how to complete The Hobbit. I have a 48K Spectrum and so far all I can get is 52.5%. I now know the route and what to do with the eyes closed up to this point. But it's these "pale bulbous eyes" they keep stinging me to death, I've tried everything. Even wearing "the ring" and going slowly and quickly - I've done everything apart from doing handstands - any suggestions on how to get rid of these silly eyes so that they stop stinging me? I've got the treasure, killed the dragon - I'm on my way home and then suddenly ZAP! I'm dead. Once I've got this last part - if you wish I shall write you



another letter giving you the full details of how to crack The Hobbit for your readers - if not - not to worry, but it is the only game at the moment I know inside out, well up to a point - or in this case - up to an eye!

R.A. Blyth,  
Lincoln, Lines.

## Load Problem

Dear Input,

Help! we have great trouble with loading games like Epyx, Winter & Summer Games on our Commodore 64 using our C2N cassette deck - is the purchase of a Head Alignment Tape going to be the answer?

David Sheard,  
Wallingford, Oxon.

*We have used the head alignment tape to cure many a loading problem - but not every time. Nine times out of ten a loading difficulty is cured by simply moving the C2N to the very limit of its lead length. What do others find?*

## Spelt out....

Dear Input,

I am writing with tips on the game Spellbound: (1) Get wand of command. (2) Get elf horn. (3) Command Thor to sleep. (4) Give Milonir to Thor. (5) Command Thor to wake. (6) Go to lift. (7) Summon Thor (blow elf horn). (8) Command Thor to help. (9) Move lift to basement or ground floor.

When your strength is low give bottle of liquid to Florin, then take it back. Congratulations! your latest magazine was the best yet. But I don't agree with the people who say your magazine is like Crash or Zzap. Take Rock'n'Wrestle for instance - you say "graphics 94%, brilliant, realistic", Zzap say "42%, poorly animated". You say "overall 92% - a stroke of genius", Zzap say "overall 53% not very good". If the game is brilliant or downright diabolical you are quite likely to get similar reviews!

Brian Aitchison,  
Harrow, Middx.

*We think that the comment about the similarity to Crash and Zapp was related to style, rather than review gradings. However, now you mention it, we were most surprised by the disagreement over that particular review. We think you'll find that, in general, we mark considerably lower than these two publications and we're often surprised how they can get so enthusiastic over what appear to us to be very ordinary and mundane games. Compare our ratings in this issue with some of the Crash and Zapp scores in Chartwatch and you'll see what we mean.*

## The Last Word?

Dear Input,

I am writing to you to tell other readers about the great new Final-Cartridge from H & P Computers Ltd. On first seeing it I thought ... "Forty-five quid, they're joking, why in my 64K magazine I could buy five games for that price!!"

Little did I realize what it was capable of: Copying 98% of all games at turbo speed, giving an instant screen dump by just pressing F7. A lot of new commands to help you when programming. A machine code monitor. A reset switch for all of those pokes - and much, much more. So if it sounds just what you need take my advice and get it, I'm glad I did.

Before I go, here are a few tips:-

Monty on The Run: After playing your first game, on the hi-score table type in I want to cheat" then go on to the second screen and drop onto the little blue ship on the water. You now have infinite lives! Now work your way through the game but beware of the lasers, to get through them turn your TV to b/w and go through when the top section is white.

Thing on a Spring: On the title screen hold down the keys T,H,I,N,G, the symbol " " and inst/del all at once. The border will change colour, you now have infinite lives.

Action Biker: Poke 19287,47 for 255 lives, sys 13312 to restart the game.

Ghostbusters:L To stop your money decreasing! poke 38454,96 sys 24567 to restart.

Matthew Henly,  
Evercreech, Somerset.

## Spied!

Dear Input,

I think your magazine is the greatest and I hope you keep up the good standard! I am writing to tell you how to defeat that troublesome spy of the well known Spy Vs Spy. To defeat him on any level obtain a spade and go in search of the spy. When you come in contact with the spy and he draws his sword, draw your trusty spade, and proceed to dig directly in front of him. After you have finished this task, take a step backwards and the spy will follow you into your previously dug hole (hee, hee!) when he finally staggers out of the hole, simply repeat this procedure until the spy's precious strength falls below zero.

Michael Martin,  
Brussels, Belgium.

## Aid for the Hero

Dear Input,

I am writing in response to Annette Clasen's plea for help

with the game Hero of the Golden Talisman.

To get onto the rope hanging over the pool, position the guy so that the space between his feet and the wall, is equal to the space between his head and the wall. Then push upwards on the joystick, and you're there.

Staying on the same subject, I have discovered that the candle possesses an unknown power.....shift it to the second box from the right, press the space bar and behold, all evil will disappear. Press it again, and once more, the screen will be rid of horrors like piranhas, ghosts, axes etc. However, this does not work on Dragons and I presume it won't affect The Wizard.



Program: Spec-Drum  
Machine: Spectrum  
Category: Arcade  
Publisher: Cheetah  
Review: John Goodger  
Price: £29.95

This may be just about the most exciting piece of hardware available for the Spectrum. There is no sound stimulus like it!

As you have probably realised this is a set of drums played via your Spectrum. The interface produces its sounds through an external amplifier. There are eight drum sounds pre-recorded digitally. These are loaded from cassette and can be played up to four at a time at any speed you like. With the drum sounds you can compose your own rhythms or whole songs. You can create up to 16 compositions, each lasting up to 255 steps - a step is any of 16 patterns. You can repeat your composition up to 255 times. If you used the maximum rate for everything you could create a very long recording. The tempo is set overall as the beats per minute.

There is a sync pulse which allows you to build up tracks or plug into a midi interface. You can buy an additional set of Latin drums from Cheetah which are once again loaded

Oh yes, does anyone know some new commands for my L.C.P.? I desperately need help with this (game?)

Richard Mindang,  
Westbury Park, Bristol.

## Airwolf

Dear Input,

I have been playing on that "brilliant game"?? Airwolf by Elite and I still can't rescue a scientist. I would be very pleased if you or someone who reads this could send me instructions on how to overcome this difficulty.

Tom Greenway,  
Malvern, Wores.

**In our second hardware review this month, Club Member John Goodger looks at the Spec Drum accessory from Cheetah Marketing, previously only available from Boots, but now being sold generally, including through Mr Software.**

from cassette. Through a good speaker the Spec-Drum emulates machines coming in at around £300.

The Spec-Drum has three channels over which the eight drum sounds are spread. Channel one consists of a Kick Drum; Channel two has a Snare, Mid Tom and Low Tom; Channel three has a Cowbell, two Hihats one opened one closed and claps. You can add one beat to any of the channels but otherwise only one drum can be played per channel. There are two extra drum sounds on the cassette, each of which can replace another of the existing drums.

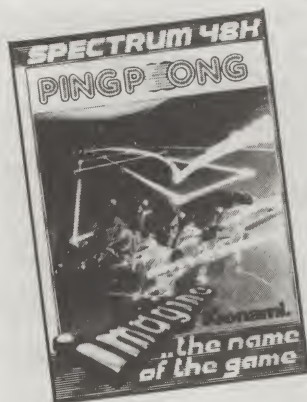
Additionally you will find 11 demo tunes. These can be used as demonstrations or as foundations for your own tunes. At £29.95 it cannot be considered cheap but you won't be disappointed with Spec-Drums results if you're at all interested in music.

## Reviewer's Comments:

I played with this into the wee hours! It really isn't hard to use and I had great fun just playing any drums that I selected. Having said that, there is a lot of scope for a serious user. There were no problems loading.

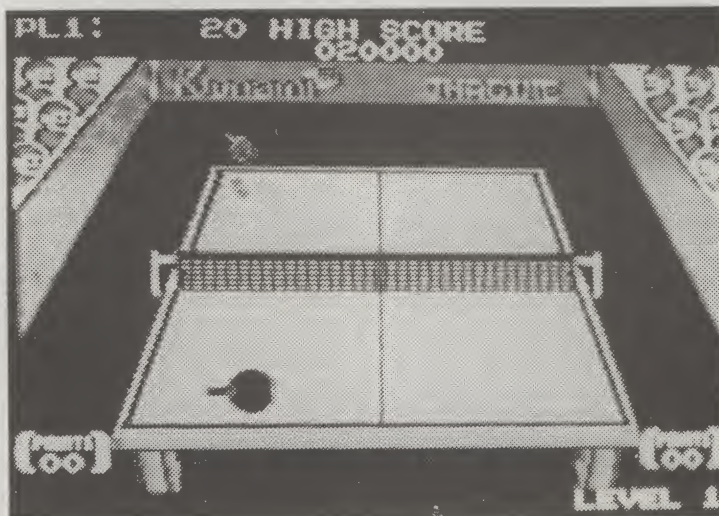
**Look for our special "Summer Sale" supplement with this issue. There are masses of bargains and anyone can buy - member or not. Hurry though - it's first come, first served.**





Program: Ping Pong  
Machine: Spectrum 48K/Spectrum + (Version reviewed), Amstrad, Commodore 64  
Spectrum Interfaces Supported: Kempston, Sinclair, Cursor.  
Category: Sports  
Publisher: Imagine  
Review: Richard Peace  
Retail Prices:  
Spectrum - £7.95  
Amstrad - £14.95 (Disk)  
Amstrad - £8.95 (Cass)  
Commodore 64 - £7.95

Ping Pong is the version of the Konami Arcade game of the same name and it simulates the sport of table tennis. It can be played by one or two players. The one player game is versus the computer and the level the computer plays at can be fixed.



In the two player game, various configurations of control can be combined e.g. Keyboard v Keyboard, Keyboard v Joystick or if you have the Sinclair Interface II you may play Joystick v Joystick. The game is played using five controls and these are as follows: The "serve" key sets the ball bouncing on the table ready for the serve, the "smash" key allows you to return "floaters" at high speed, the "cut" key returns the ball with cut, and the "Drive" key allows you to drive the ball across the net. The final key allows you to

switch between forehand and backhand. Faults and the score are displayed on the screen alongside the table and the crowd sit in their boxes and cheer for each player when a point is scored.

There are no "player figures" in the game - instead the bats float in mid-air to represent their position. This, of course, allows you to see the whole table at all times. Moving the bat to the ball is automatic but you still have to decide HOW to hit the ball and whether you should use backhand or forehand.

Each game is played to 11 points and in the two player game the best of three games decides the winner. In the one player game a win starts a new game at the next skill level up.

#### Reviewer's Comment:

Ping Pong is a fairly average sports simulation but is not up to the standard of some we have seen recently. Returning the ball is quite hard anywhere near the edge of the table and you will need to master the use of backhand in order to get any success against a computer opponent. The graphics are quite good and the game can get very fast at higher levels. The sound of the crowd cheering is a good inclusion and likewise the tunes at the beginning.

#### Ratings:

Graphics: 68% - Fast but with a few colour clashes.  
Originality: 90% - First table tennis simulation - very different play to Match Point.  
Sound: 66% - Good cheering, ball bounce and tunes.  
Colour: 45% - A few bad choices on the screen display cause clashes.  
Interest: 52% - Becomes a bit boring unless you are a fanatic.  
Overall: 66%

## CYBERUN

Program: Cyberun  
Machine: Spectrum 48K  
Interfaces Supported: Kempston, Cursor, Sinclair  
Category: Arcade  
Publisher: Ultimate  
Review: Richard Peace  
Retail Price: £9.95

Cyberun is an all action arcade game set in the far future somewhere in the dark reaches of the Amobeous Nebula. The valuable element "Cybertron" can be found in the planets of the Beta Gamma system and for once it is free from its Antiplasmic lattice, ready for mining in the form of Cybernite. The planets of this system are not too willing to give up their supplies of this most powerful of substances and they exert an almost invincible force on any matter trying to escape its clutches. Until now that is!

One ship has been built specifically for the task of obtaining some of the Cybernite and it has been flown out in parts to "The System" so that

they are ready for assembly and utilisation. You sit ready for lift off in the command module that forms the basis of an immense Cruiser and Mining Ship. On your journey you must race against and avoid/kill the formidable aliens that lie in your way.

At first your ship is only equipped with military lasers but don't worry, once you arrive you can add things such as guided missiles and extra thrust packs. Your ship can move left and right and it can also thrust upwards. Downward movement is due to the gravity of "The System". Once you have equipped your ship you must adventure underground to retrieve those valuable crystals and try to escape with your life.

#### Reviewers Comment

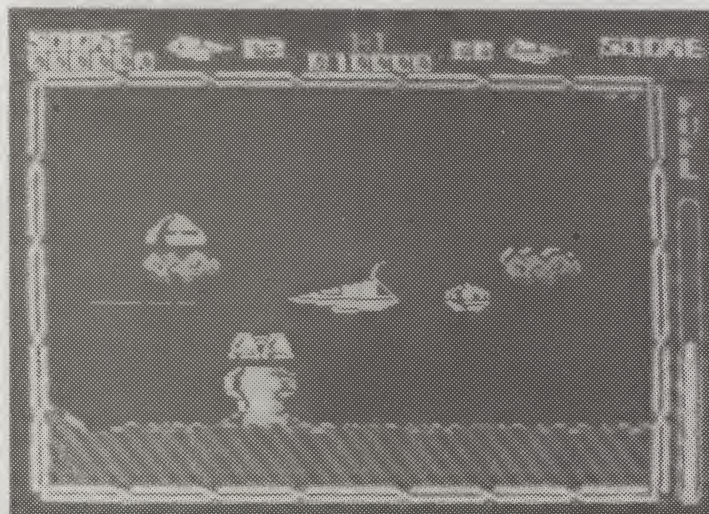
Cyberun is a very enjoyable game but after a few plays it becomes very similar to Jetpac with a scrolling multi-screen playing area. The graphics

are probably the best features of the game and there are some nice details such as the aerial which leans backwards as you thrust forwards. There are quite a few different aliens and colour is put to good use in all areas - except for your own ship. The lives indicator features a miniature figure of your ship that changes colour to indicate damage sustained (this usually changes very fast). A lot of skill is needed to control your ship and avoid the aliens and this makes the game frustrating but at the same time more addictive. (I think the two go together). If you enjoyed other Ultimate arcade games then I'm sure that this game will provide a new

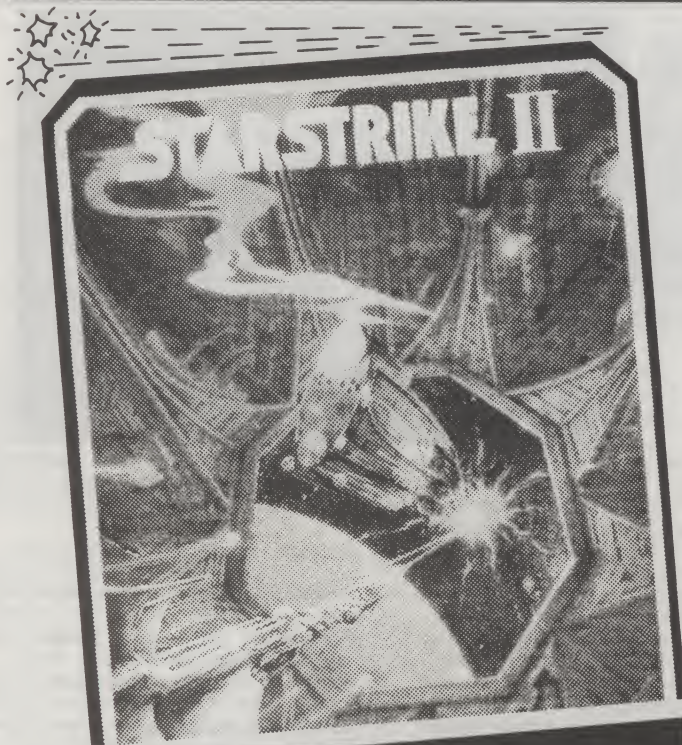
challenge even if the plot and movement is a little similar to the Jetpac duo.

#### Ratings:

Graphics: 86% - The command module is excellent and becomes better the more hardware additions.  
Originality: 35% - A bit similar to Jetpac in its playing characteristics.  
Sound: 70% - Some nice effects are used and a few tunes.  
Colour: 69% - About the best usage we have seen on a game since Starquake.  
Interest: 80% - Frustrating but addictive.  
Overall: 75% - Let down only by originality.







## STARSTRIKE II

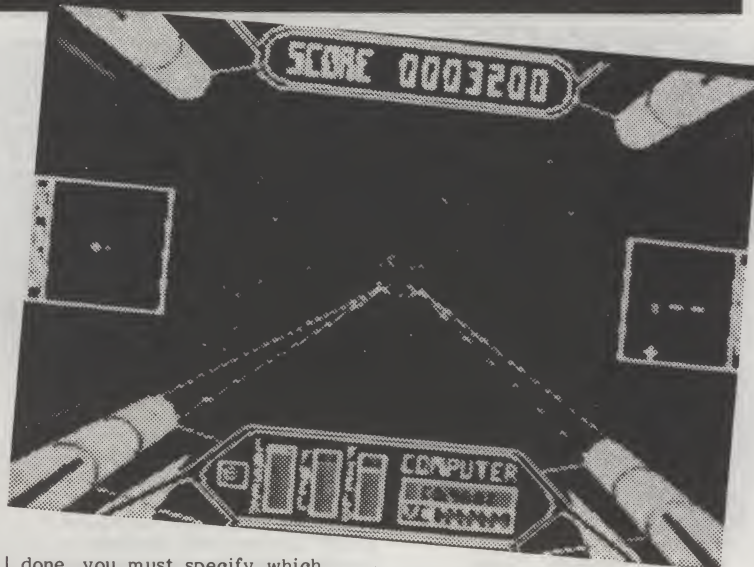
Program: Starstrike II  
Machine: Sepctrum 48K,  
Spectrum +  
Spectrum Interfaces Supported:  
Kempston, Sinclair, Cursor.  
Category: Arcade  
Publisher: Realtime Games  
Software  
Review: Richard Peace  
Retail Price: £7.95

Starstrike II is the follow-up to the best seller Starstrike, which brought Star Wars home to the Spectrum. In essence the storyline is very similar but this time the graphics, which were excellent 3D effects in the original, have been improved and they have also been shaded to produce the first 3D space shoot-em-up with shaded graphics on the Spectrum.

You are a pilot of the

Federation and the time is just after the Outsiders have been driven from the Federation Spaceways. The Federation have now decided to launch an all out attack on the Outsiders home planets in an attempt to get rid of them once and for all. To allow the Federation ships to take control, you must first neutralise the Outsider's planets in your own Starship strike.

The game consists of several distinct phases which must be completed on each of the planets in order to complete the game. There are three types of planets ranging in difficulty and these are Industrial, Agricultural and Military. The first task is to select the system you wish to attack using the Star Selection Screen. This



done, you must specify which planet in the system you wish to attack. Once these have been chosen you enter warp and will appear flying in space near to a huge space wheel.

The space wheel is an orbital space station and any you come across must be destroyed by first shooting the defence pods around the edge. When these have been destroyed an entrance will open and you can then dock with it - in a manner similar to ELITE.

Once you have negotiated the space wheel the Defence fields need be bypassed by flying through the small openings left for Outsider Ships. These are heavily defended and consist of revolving rectangles that block the way. Once through these fields you will be in free orbit and must deal with the Outsider Fighter Defences using your Head Up displays for finding the enemy. Then it is down to the planet's surface to find the reactor system and then on to the Battle Computer or Agricultural Control Centre depending on the type of planet.

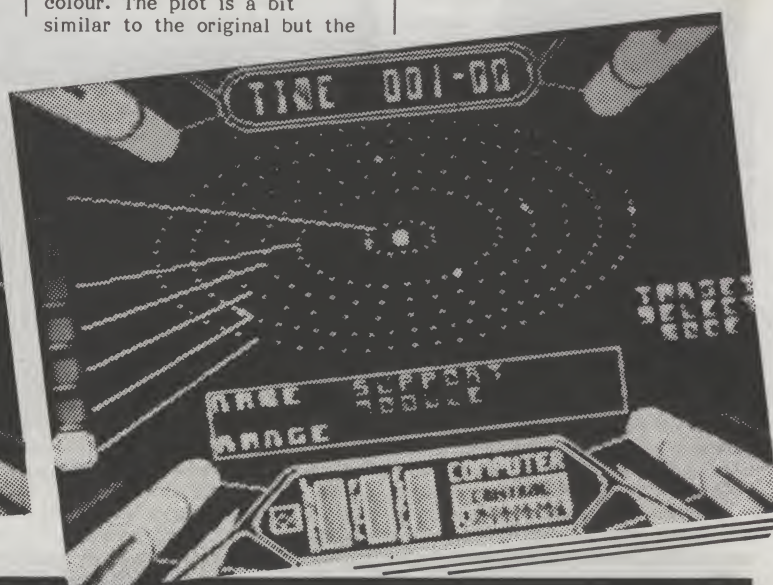
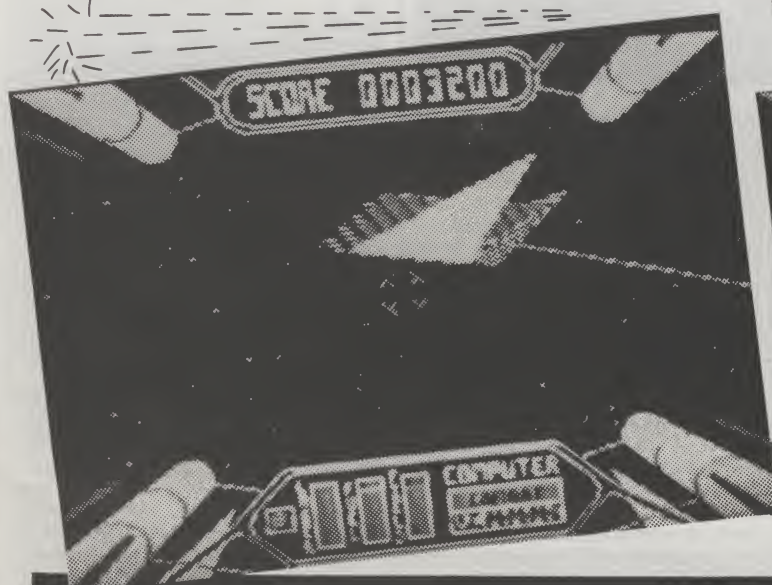
### Reviewer's Comment:

Starstrike II is a worthy successor to Starstrike and includes good graphics and colour. The plot is a bit similar to the original but the

game plays very differently. Unfortunately the keys for the game could have been made a bit better. Up and Down no longer function as everyone must be used to in flying games (ie Elite and Fighter Pilot) - instead many of you will have to get used to up meaning UP and down meaning DOWN. This I found spoiled an otherwise excellent game because I was always going the wrong way! The graphics in the trench routine are very smooth and I particularly liked the small "cars" that move about at the bottom. The fighter graphics, which remember are shaded, move very fast considering their complexity. One other criticism is that the instructions are a bit vague. But still, what can you fit into a standard inlay card these days!

### Ratings:

Graphics: 92% - Smooth with good shading  
Originality: 85%  
Sound: 60% - Can be turned off.  
Colour: 89% - Well used in the shading effects.  
Interest: 70% - Mildly addictive.  
Overall: 88%







**Program:** Green Beret  
**Machine:** Spectrum 48K,  
 Spectrum +  
**Interfaces Supported:**  
 Kempston, Sinclair, Cursor.  
**Category:** Arcade  
**Publisher:** Imagine  
**Review:** Richard Peace  
**Retail Price:** £7.95

Green Beret is another war time simulation following on from titles such as Rambo and Commando but on this occasion the action is seen from "side on" and it's really a sort of platform game.

You are the "Green Beret", a highly trained soldier, who has

been sent on a mission to infiltrate four enemy bases in order to secure the release of captives being held there. At first you are only equipped with a knife and the ability to run, crouch and jump. As you progress through the stages you pick up weapons which you can use to aid you in your task. Be warned though - they only last for a short time.

The bases are as follows: the missile base, the harbour, the bridge and finally the prison camp. You must make the best use of the platforms, ladders and even trucks in order to advance successfully through all the stages. Watch out for

the mines en route or your life may be shorter that you think! A bonus life is awarded at 30,000 points and every 70,000 points thereafter - getting to 30,000 points is the problem!

#### Reviewer's Comment:

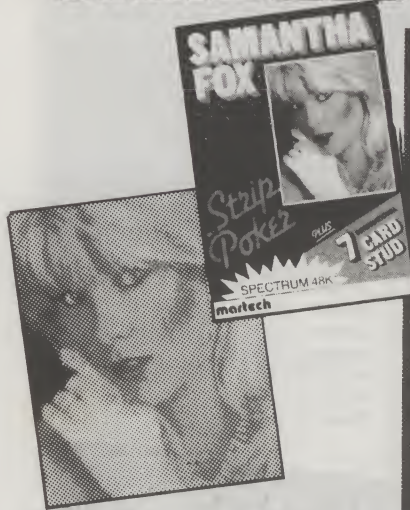
Green Beret is a fairly playable platform game set in the war (yawn, yawn) but doesn't feature anything totally innovative. The graphics are fairly small, but adequate. Personally I would much rather play a game like Commando which is at least in three dimensions - surely platform games are old-hat by

now. Arcade players who enjoy a fast, hard game should enjoy Green Beret though.

#### Ratings:

**Graphics:** 65% - Rather small and uncolourful.  
**Originality:** 55% - Like Rambo but in two dimensions  
**Sound:** 60% - Quite well used.  
**Colour:** 30% - Graphics of soldiers are black and white - some use is made in the backgrounds.  
**Interest:** 50% - Playable, but very difficult.  
**Overall:** 52% - Rather a dated looking platform game.

## SAMANTHA FOX Strip Poker



**Program:** Samantha Fox Strip Poker  
**Machines:** Spectrum 48K, Spectrum +, Amstrad, Commodore 64 (from early May we're told)  
**Joystick:** None  
**Category:** Card Game  
**Publisher:** Martech  
**Review:** Richard Peace  
**Retail Prices:** £8.95 - All Machines, C-64 Disk £12.95

At long last a decent version of this particular game of cards has arrived. Not only do you get a game of strip poker versus Samantha Fox, but also a version of Seven Card Stud Poker on the B-side.

Both of the games feature 7 card stud, which for the uninitiated means that seven



cards are dealt to each player and they must attempt to make a winning hand out of up to five of their cards. The game caters for all the standard winning hands but rather than going in to the idiosyncrasies of poker playing we shall just deal with the quality of the games themselves.

The strip poker game is just played between two players, you and Sam (as she is known!) You must attempt to win each hand, betting, raising and bluffing as you go, in order to dwindle Sam's money resources. She has agreed that if you start to win then she will shed one item of clothing until all is revealed. In this game the graphics are

split into two parts, those of the cards and those of Sam. The graphics of Samantha claim to be "digitised" and are extremely good.

On the B-side you will find International 7 Card Stud, which is identical in rules but very different in strategy. The game is played against 1 to 3 opposing players and you all start with £1,000, dollars or whatever currency you wish to call it. As you progress, cards are dealt and players may bet, raise or drop out. If you win you get the pot and if you lose you will have to be shrewd to get all the money back. The only graphics in this section of the game are the cards.

#### Reviewer's Comment:

Samantha Fox Strip Poker and International 7 Card Stud are both highly polished programs, if a little slow in places. There is an excellent tune "The Entertainer", and the graphics of the cards are very functional. Of the two, International 7 Card Stud is the better game to play but we doubt that most of you male members out there will resist the temptation to load in side A. The graphics of Samantha Fox are very good, the likeness is excellent (we assume you mean her face! - Ed) Overall these games are very good and will be welcomed by anyone who has played or would like to play poker without losing too much money!

#### Ratings:

**Graphics:** 95% - Extremely good pictures of Samantha Fox - functional card graphics.  
**Originality:** 65% - not the first poker game, but certainly the first with a celebrity character.  
**Colour:** 50% - Digitised pictures in black and white, pleasing use of colour in card selection.  
**Sound:** 87% - Very good rendition of "The Entertainer"  
**Interest:** 80% - Very enjoyable A and B sides.  
**Overall:** 80% - An excellent version of the game of poker.



# WORLD CUP SOCCER

Program: World Cup Soccer  
Machine: Commodore 64  
Joystick: Essential  
Category: Arcade/Strategy  
Publisher: Macmillan  
Review: Peter Toller  
Price: £9.95

As an ardent fan of Addictive's Football Manager, I looked forward with interest to testing out a new variation on the theme.

World Cup Soccer, whilst yet another football game, has a slight difference. Instead of watching your team play (as

in Football Manager), playing yourself (International Soccer) or watching the minutes go by (The Boss), you watch the minutes go by in the first half and play in the second.

The opening screen gives you an option either to practice your skills or to play the game. To select this use spacebar and return. When practicing you have an option to do "heading" or shooting". Once again, use spacebar and return to choose.

At the end of your practice you will go back to the opening screen. You next choose the country of origin of your team. There are plenty to choose from.

Next you name the players. To do this select option No.1 on the menu and type in the player's names. Alternatively, the computer will type in the names for you.

Your aim is to reach the finals and win the World Cup, but this is easier said than done. The game gives you a number of choices: select your team, view fixtures, view position in the group, view your team ratings, play a match and view latest results. Once your team is selected you are able to play a match.

When the match starts the minutes tick away leaving you in suspense - because there's nothing you can do to help your team. At half time (45 minutes)

you take up the play. You can either head or shoot, the computer deciding how many attacks you have. At the end of the game goals will be awarded for performance during the second half.

On side two of the tape there is a program telling you the results of the World Cup from 1930-1982, so you can see how well your team really did.

With the tape comes a book on the rules and skills of soccer which is interesting.

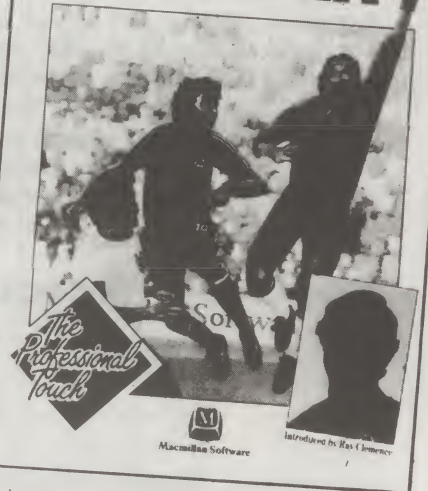
## Reviewer's Comment

As I said at the beginning, I've had Football Manager for a long time now and so far there's been nothing to better it. I'm not sure that the situation has changed! If you want to get involved in the play, then World Cup Soccer is probably the better choice. But if you're interested only in the strategy, stick to Football Manager.

## Ratings:

Graphics: 52% - There are hardly any graphics in the game it is based on strategy more than arcade.

## WORLD CUP SOCCER

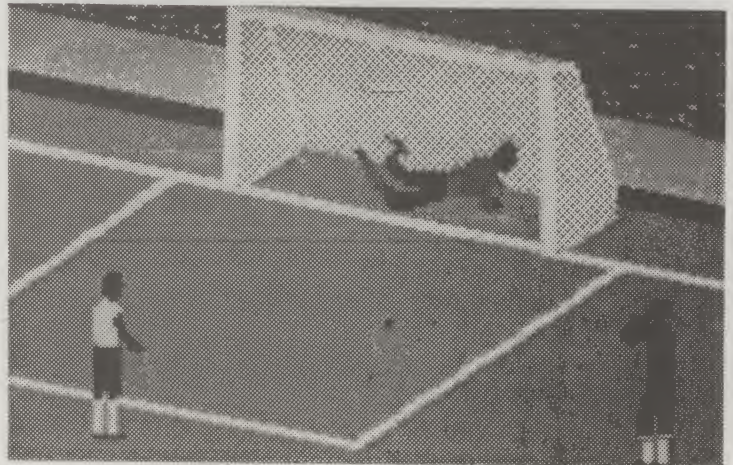


Originality: 78% - Although it is a different type of soccer, it is one of many games.

Sound: 75% - There isn't much sound apart from a tune playing through the first half of the game.

Interest: 92% - I have had this game for about a week and never stopped playing it.

Overall: 87% - A must for all football enthusiasts.



**In one of two hardware reviews in this issue, Club Member Steve Richardson looks at the DK Tronics 3 Channel Sound Synthesiser (not available through the Club incidentally)**

Program: 3 Channel Sound Synthesiser  
Machine Spectrum +/16K/48K  
Category: Utility  
Publisher: DK Tronics  
Review: Steve Richardson  
Retail Price: £29.95

The DK Tronics 3 Channel Sound Synthesiser comprises interface, software and a basic speaker with a 3 feet long lead. This speaker is rather weak, but the interface can be connected to a hi-fi for better sound quality and power, or can

be used with headphones for private composing. The interface itself has a rear connector, allowing the user to connect other peripherals simultaneously, for example, a Joystick, or the Currah Speech Synthesiser. Also, on the top of the interface is a screw with which the ruling volume can be adjusted.

The synthesiser is based on the AY-3-8912 Programmable Sound Generator Chip. It has 14 internal registers, each dealing with a specific part of the sound output. To create the sound effects or music, the desired register must be selected, then the data must be sent to the chip. The registers are accessed by the BASIC "OUT" command. The manual explains in greater detail how this works, and contains some simple programs, demonstrating how to program the chip to create your own sounds. Once this command has been understood, some very interesting sound effects can

be generated. However, this method of programming may prove difficult to those users unfamiliar to the "OUT" command, so DK Tronics have thankfully provided a well written program to utilise the capabilities of the chip. The program is very user-friendly, and can be operated through the keyboard or through a joystick. Writing tunes and creating sound effects using the Music Designer software is simplicity itself. It is icon driven, and a whole song can be written without taking your hands off your joystick. The 3-channel music is written by programming each voice separately, which is achieved by guiding a cursor along a music keyboard displayed at the bottom of the screen, and pressing "fire" to select the note, or to select a rest. The selected note is immediately heard from the speaker, to ensure that it is the note required. An editing function allows the last note

to be deleted or changed - each voice can be played separately, or in any combination with the other two voices, and they can each be set to play at a different volume. Tempo can be altered, as can the waveform (either tone or noise), and there is also an enveloping function. The attack and delay, however, is not true to a real synthesiser, as the pitch of the sound is altered, rather than the amplitude. Incorporated into the program is an excellent rendition of Simon and Garfunkel's "Scarborough Fair" - demonstrating what can be achieved using the software.

For the professional, looking for complicated tunes and sounds, the DK Tronics synthesiser cannot be recommended, but to the amateur musician who enjoys experimenting with sounds, and writing interesting tunes, the RRP of £30 represents good value for money.



## New Releases

Instead of printing vast lists of software each month we're just going to feature the new releases on each machine with a full update every six months or so. You should therefore retain your last full listing, keeping a note of the updates with it, until the next full list is printed. Before ordering, please check the deletions list to avoid disappointment. If you do order something that's not available your account is left in credit or in the case of credit card

holders the charge is adjusted accordingly.

### Deletions:

Products deleted since the last issue on the Spectrum include **Witches Cauldron**, **Mindshadow**, **Think** and **William Wobbler**.

On the Commodore 64 the following are no longer available:- **Kaiser** (disk), **Thing on a Spring**, **Gerry the Germ**, **Dambusters**, **Rockfords Riot**, **International Basketball**, **Rambo** and **Mr Wimpy**.

## Spectrum/Spectrum +

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CMOROU	MORDONS QUEST	MELBOURNE HOUSE	4.95	3.95	CSUPGR	SUPER GRIDDER	TERMINAL	7.95	1.45
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CMUTMO	MUTANT MONTY	ARTIC	7.95	3.95	CTALLA	TALLADEGA	BEYOND	4.95	4.95
CMYCHE	MYCHESS II	BEYOND	11.95	5.95	CTASKM	TASKMASTER	U S GOLD	4.95	4.25
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CNEPOA	NEPTUNE'S DAUGHTER	ENGLISH	7.95	1.95	CTLI	TEN LITTLE INDIANS	U S GOLD	17.95	10.00
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CONEON	ONE ON ONE	ARIOLA	9.95	5.45	CTSAM	THEY SOLD A MILLION	OCEAN	2.95	4.95
PA2	PITFALL 2	ACTIVISION	6.95	2.45	CTOAS	THING ON A SPRING	GREMLIN GRAPHICS	2.95	6.25
CPITST-D	PITSTOP (DISK)	EPYX	11.95	3.45	CTNN	TIR NA NOG	GARGOYLE	2.95	4.95
CPIT2-D	PITSTOP II (DISK)	EPYX/CBS	13.95	6.45	TLL64	TORNADO LOW LEVEL	VORTEX	6.95	3.95
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POSFA	POSTER PASTER	TASKET	9.90	2.90	URB64	URBAN UPSTART	RICHARD SHEPHERD	4.50	1.95
POSTPI	POSTER PASTER (DISK)	TASKET	9.95	3.90	VAL64	VALHALLA	LEGEND	6.50	7.95
POTPI	POTTY PIGEON	GREMLIN GRAPHICS	9.95	4.95	CMDEF-D	WAY OF THE EXPLODING FIST (DI)	MELBOURNE HSE	14.95	6.95
PSIWA	PSI WARRIOR	BEYOND	9.95	4.45	CWEBDI	WEB DIMENSION	ACTIVISION	10.95	6.95
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PURTU	PURPLE TURTLES	QUICKSILVA	7.95	.95	CWILWE-D	WILD WEST (DISK)	ARIOLA	2.95	5.95
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COM1	QUAKE MINUS 1	BEYOND	9.95	3.95	CMCF2	WORLD CUP FOOTBALL 2	ARTIC	7.95	3.95
QUASIO	QUASIMODO	U S GOLD	9.95	6.95	CMCS	WORLD CUP SOCCER	MACMILLAN	8.95	5.00
COGE	QUEST FOR THE GARDEN OF EDEN	PHOENIX	5.95	1.10	ZAXXO-D	ZAXXON (DISK)	SYNISOFT	14.95	7.95
QUINWA	QUINTIC WARRIOR	QUICKSILVA	7.95	1.95	CZORK1-D	ZORK 1 (DISK)	COMMODORE	11.95	7.50
CROM-D	RAID OVER MOSCOW (DISK)	US GOLD/ACCESS	12.95	7.95	CZYLOG	ZYLOGON	BIG-G	5.95	1.00



★ New Releases ★ New Releases ★ New Releases ★ New Releases ★ New Releases

ABOUND	BOUNDER	GREMLIN GRAPHICS	8.95	6.99
ACOMMA	COMMANDO	ELITE	9.95	7.95
ACOUNT	COUNTDOWN	MACSEN	8.95	6.95
ADAMBU	DAMBUSTERS	U.S.GOLD	9.95	7.95
ADOOBL	DOOMSDAY BLUES	PSS	9.95	7.70
ADB-D	DOOMSDAY BLUES (DISK)	TSS	14.95	11.95
AFAIRL-D	FAIRLIGHT (DISK)	OCEAN	14.95	12.45
AFORPL-D	FORBIDDEN PLANET (DISK)	DESIGN	14.95	12.45
AGETDE	GET DEXTER	PSS	9.95	7.70
AINDSO	INDOOR SOCCER	MAGNIFICENT 7	4.95	3.95
AINTOB	INTO OBLIVION	MASTERTRONIC	1.99	1.70
AKUMAR	KUMA ARTWORK	KUMA	9.95	7.70
AKUMAR-D	KUMA ARTWORK (DISK)	KUMA	13.95	10.95
AMAFI2-D	MASTER FILE 2 (DISK)	AMSOFT	29.95	26.95
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AMONO-D	MONOPOLY (DISK)	LEISURE GENIUS	14.95	13.60
AMOTR	MONTY ON THE RUN	GREMLIN GRAPHICS	8.95	6.95
AMOTR-D	MONTY ON THE RUN (DISK)	GREMLIN GRAPHICS	12.95	10.95
AMOOCR	MOON CRESTA	INCENTIVE	7.95	6.25
AMOVIE	MOVIE	OCEAN	8.95	6.99
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APINGP-D	PING PONG (DISK)	OCEAN	14.95	12.45
AR&W	ROCK AND WRESTLE	MELBOURNE HOUSE	8.95	6.99
ASABOT	SABOTEUR	DURELL	8.95	6.95 5.95
ASPIND-D	SPINDIZZY (DISK)	ACTIVISION	14.95	11.60
ASTARQ	STARQUAKE	BUBBLEBUS	8.95	6.99
ATANCO-D	TANK COMMANDER (DISK)	AMSOFT	13.95	10.80
ATCP-D	TAU CET PLUS (DISK)	CRL	14.95	12.45
ATSAM2-D	THEY SOLD A MILLION 2 (DISK)	OCEAN	14.95	12.45
ATOMOH	TOMOHAWK	DIGITAL INTEGRAT	9.95	7.95
ATOMOH-D	TOMOHAWK (DISK)	DIGITAL INTEG.	14.95	12.45
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ATURES	TURBO ESPRIT	DURELL	8.95	6.95

## Commodore 64

CALTRE-D	ALTERNATIVE REALITY (DISK)	US GOLD	19.95	15.50
CARCC	ARCADE CLASSICS	US GOLD	9.95	7.70
CARC2-D	ARCHON 2 (DISK)	ARIOLA	12.45	10.80
CARTEA	ART EASE	GILSOFT	7.95	6.15
CBOMJA	BOMB JACK	ELITE	9.95	7.70
CBOMBJ-D	BOMB JACK (DISK)	ELITE	14.95	12.45 10.95
CBOTR	BORED OF THE RINGS	CRL	7.95	6.25
CBREDA	BREAK DANCE	US GOLD, BUDGET	2.99	2.50
CCOMET	COMET	FIREBIRD	7.95	6.15
CCNETB	COMPUNET MODEM - BASIC SUB.	COMPUNET	74.95	57.45
CCNETG	COMPUNET MODEM - GOLD SUB.	COMPUNET	79.95	64.95
CCNETS	COMPUNET MODEM - STANDARD SUB	COMPUNET	74.95	59.95
CCTM	COUNTDOWN TO MELTDOWN	MAD GAMES	2.99	2.50
CCCAC	CRUSH CRUMBLE AND CHOMP	EUROGOLD	2.99	2.50
CCOORE	DOOMSDARK REVENGE	BEYOND	9.95	7.95 6.95
CEMPIRE	EMPIRES	US GOLD	9.95	7.95
CFORM1	FORMULA 1	MASTERTRONIC	1.99	1.75
CGCS	GOLF CONSTRUCTION SET	ARIOLA SOFTWARE	12.95	10.99
CGCS-D	GOLF CONSTRUCTION SET (DISK)	ARIOLA SOFT	14.95	12.45 10.95
CHARDB-D	HARDBALL (DISK)	OCEAN	14.95	12.45
CHOCPO	HOCUS FOCUS	QUICKSILVA	7.95	6.25
CINDSO	INDOOR SOCCER	MAGNIFICENT 7	4.95	3.95
CINTKA	INTERNATIONAL KARATE	SYSTEM 3	6.50	5.15
CKENTI	KENTILLA	MASTERTRONIC	1.99	1.70
CKOTD-D	KNIGHT OF THE DESERT (DISK)	U.S.GOLD	14.95	11.95
CLUNOU	LUNAR OUTPOST	EUROGOLD	2.99	2.50
CMAHE	MAX HEADROOM	QUICKSILVA	9.95	7.95
CMDOSH	MOON SHUTTLE	US GOLD, BUDGET	2.99	2.50



★ New Releases ★ New Releases ★ New Releases ★ New Releases ★ New Releases

CNEUZO	NEUTRAL ZONE
CNYC	NEW YORK CITY
COTH	OFF THE HOOK
COLLFO	OLLIES FOLLIES
CARKPA	PANDORAS ARK
CPINPO-D	PING PONG (DISK)
CPOM	PRICE OF MAGIC
CQUEST-D	QUESTPROBE
CRTT-D	RAISE THE TITANIC
CRASPU	RASPUTIN
CREDHA	RED HAWK
CSDA	SCROLLS OF ABERDON
CSENTI	SENTINAL
CSHAMU	SHAMUS
CSLAMBA	SLAMBALL
CSPELB	SPELLBOUND
CSPIND	SPINDIZZY
CSPIND-D	SPINDIZZY (DISK)
CSTAU	STAR QUAKE
CSOF	SWORD OF FARGOEL
CTSAM2	THEY SOLD A MILLION
CTSAM2-D	THEY SOLD A MILLION 2 (DISK)
CV	V
CWARPL	WAR PLAY
CWINCO	WING COMMANDER

US GOLD, BUDGET	2.99	2.50
US GOLD, BUDGET	2.99	2.50
ELECTRIC DREAMS	6.99	6.99
US GOLD, BUDGET	2.99	2.50
RIND	9.95	7.75
OCEAN	14.95	12.45 10.95
LEVEL 9	9.95	7.95
US GOLD	14.95	12.45
ELECTRIC DREAMS	14.95	11.60
FIREBIRD	7.95	6.15
MELBOURNE HOUSE	9.95	7.95
US GOLD, BUDGET	2.99	2.45
US GOLD, BUDGET	2.99	2.45
US GOLD, BUDGET	2.99	2.45
US GOLD, BUDGET	2.99	2.45
MASTERTRONIC	2.99	2.50
ELECTRIC DREAMS	9.95	8.30 6.95
ELECTRIC DREAMS	14.95	12.45
BUBBLEBUS	8.95	6.95
EUROGOLD	2.99	2.50
OCEAN	9.95	7.80
OCEAN	14.95	12.45
OCEAN	8.95	6.95
ANCO	7.95	6.20
MASTERTRONIC	1.99	1.65

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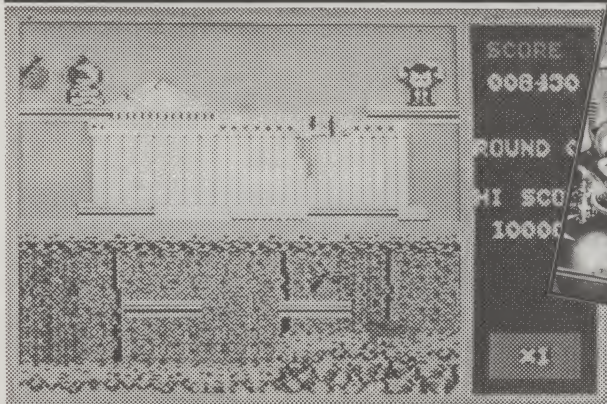
Address.....

Postcode.....

Make of Computer:

- ☐ Spectrum 48k
- ☐ Spectrum 128
- ☐ Commodore 64
- ☐ Commodore 128
- ☐ Amstrad 464
- ☐ Amstrad 6128





**Program:** Bombjack  
**Machine:** Commodore 64 (version reviewed), Spectrum 48k and Spectrum +, Amstrad (not released at review time)  
**Joystick:** Optional  
**Category:** Arcade  
**Publisher:** Elite  
**Review:** Simon Toller  
**Retail Prices:**  
 Commodore 64 £9.95  
 Spectrum £7.95

Bombjack? Well it's a cross between Mickey Mouse and Superman! This fun character from Elite has to collect all the bombs on the screen, and then moves onto another exciting background.

It sounds easy, and "sussing" it takes only a few minutes. The problem occurs when moving onto the third and forth screens, which provide a real challenge.

The key to success in Bombjack is to have a P. No not a Pee, but a bouncing ball

labelled "P", which, when jumped on allows you to "Turn the tables", and then chase the enemy !!

Elite have succeeded in making each "stage" different and the super graphics keep you playing, although with such a multitude of colours, the "platforms" are sometimes difficult to see.

Bombjack needs a certain skill that is required by most arcade games these days - that is the ability to take each stage in a methodical way, without taking risks. Armed with this weapon you will find Bombjack easier, but I have not found a pattern which works every time on one particular screen.

The controls at first seem easy; "You jus' jump arand!!" but you then need to hover, stop in mid-air, and dive at speed. In fact you can measure your improvement by how flowing

Bombjack's movements are. My Bombjack now glides, swoops and bounces!!

The game has several clever additions which enable you to gain extra lives, and double or quadruple your score on each stage.

To sum up, Bombjack is a fun arcade game, colourful and easy enough for "Weetabix" members, but also a game that provides a challenge for the polished Arcade Whizkid.

#### Ratings:

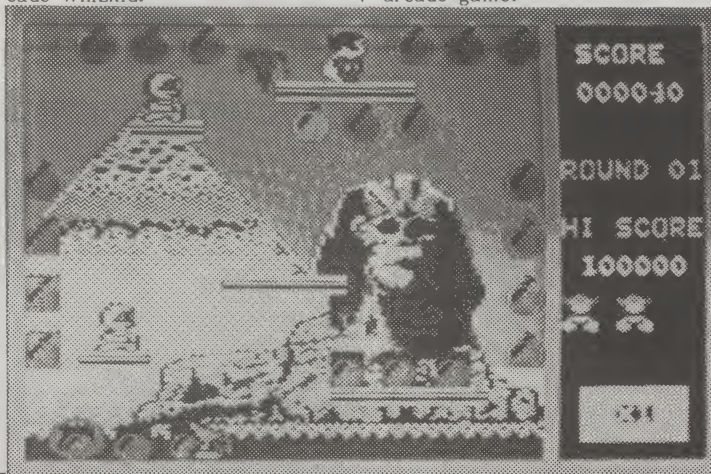
Graphics: 90% - well animated character, good backgrounds  
 Originality: 65% - a stage game with items to collect

Sound: 85% - nice, Jean Michel Jarre wasn't too boring!

Colour: 82% - lots of it but sometimes unclear.

Interest: 90% - I keep going back to it - it seems too easy, but then isn't.

Overall: 89% - An above average arcade game.



After several "innings" against the computer I have realised why U.S.Gold have called this game HARDball! Although it covers every possible detail of baseball, how to hit the wretched ball is still a mystery to me!

O.K. for all you folks who enjoy a challenge read on! A positive advantage of hardball is that unlike most team games you can choose your team as a manager, and then play a full arcade game. The options available are infinite; you can change pitchers, change the fielding positions, select the height, swing, speed and direction of your "pitch", and there are 12 different combinations of play, i.e. against the computer, "champs or allstars", and you can even have a designated hitter! The graphics

# HardBall!

are brilliant, as expected from a "top of the range game". All of the players are detailed, not just dots, and diving catches, followed by jubilant waving of arms keeps even the batting side amused. Running between the bases seems painfully slow (only when he's batting-Ed!), but throwing is great fun, as the ball zooms from one base to another, and this alone keeps you amused for some time!! One small criticism

is that you can only see half of the field at one time, although there is always the small insert to watch.

As with the game options, the detail of the game is faultless, and a good knowledge of the rules of baseball as well as co-ordination is important.

Hardball, thank goodness, has no boring tune which drones on in the background, preventing any decent score being achieved. Instead, sharp smacks add to the tension, and if a

"home run" is scored (that's a rounder for all non-baseballers!!) the crowd cheer their man home! Overall, although an excellent game, Hardball does need a lot of practise, so there's no "I can beat the computer with my eyes shut" on this game! We found the best way to play was to ask your opponent to pitch in the same place each time!!

#### Ratings:

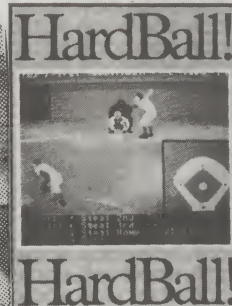
Graphics: 96% - excellent figures - ball moves smoothly  
 Originality: 75%

Sound: 85% - great - no continuous tune!

Colour: 89% - particularly like shaded grass

Interest: 90% - Plenty of variation on play

Overall: 91% - A winner



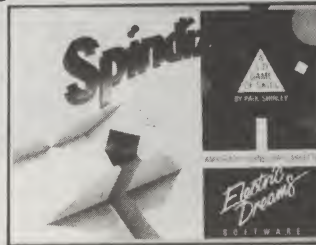
**Program:** Hardball  
**Machine:** Commodore 64  
**Joystick:** Essential  
**Category:** Sports  
**Review:** Simon Toller  
**Price:** £8.95



Program: Spindizzy  
Machine: Amstrad CPC range,  
(Version reviewed) Commodore  
64, Spectrum 48k  
Category: 3D Maze Arcade Game  
Publisher: Electric Dreams  
Review: Jeremy Doig  
Retail Prices:  
All Machines £9.95  
Commodore 64 disk £14.95

Spindizzy, we believe, is the start of a new range of games that will soon flood the market. It consists of a large maze of about 350 rooms, each in 3D perspective with stunning graphics. The graphics are by no means complicated but the overall effect is very impressive.

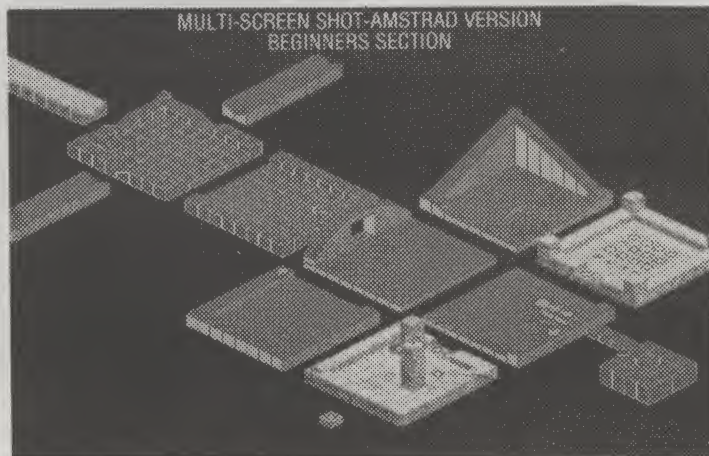
The story on the inlay tells of a new land in space which has to be mapped, and you've been chosen to do the mapping! You control a trusty gyroscope-type shape and have to steer around the maze, visiting every room in turn. Your length of life is controlled by a timer which counts slowly down as you trundle around, but you can gain extra time by entering a new room or picking up a jewel which is sometimes extremely difficult. You lose time for throwing your gyro over a cliff and for using your brakes. The latter makes life very difficult, so split second timing is generally needed. As you drive around the screens, you will find you have to apply the accelerator (shift) to get up ramps and jumps, but your momentum often carries you too far. The momentum is probably the feature which makes the game most difficult, and combined with the often impossible landscape, death is usually a few seconds away.



The graphics are in mode 1 (at last someone has realised the value of colour mixing!) and the colours, even though there are only four on the screen at the same time, are very well used and combined to give excellent effects. Speaking of EFFECTS (and that is a clue!), there are two keys which, if hit simultaneously on

the title screen, give a "Quix" type demo which can be controlled with a joystick.

As well as ramps and jumps, there are also several types of lifts along with trampolines (there is one part which requires you to bounce through about eight rooms!), ice (no brakes!), water



(goodbye one gyro), and other gyros which drain your time. If you lose a gyro, you will be given another one, but you lose some time as a penalty.

There is a small amount of sound used which is not overdone, this is good news because it can ruin a game.

Overall, Spindizzy is an extremely high quality game which has no faults and, in our opinion, is all set to become a mould for several gyro-type games.

#### Reviewers Comment

Spindizzy is a sort of compromise between a platform game and a 3D adventure with all the addictiveness of a fully fledged 20p arcade game. Even though the keys are difficult to get used to, Spindizzy has frequently kept me awake till the early hours of the morning and I'll be darned if I'm giving my review copy back until I've completed it!

#### Ratings:

Originality: 95% - A cross breed of the best yet with some new ideas.

Interest: 95% - Hundreds of rooms to explore, each one a challenge.

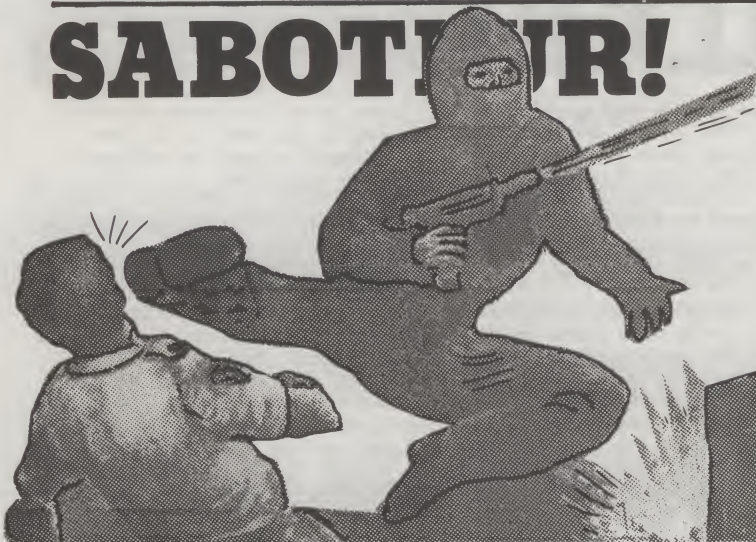
Graphics: 95% - Flawless, high speed, flicker free, excellence.

Sound: 70% - Pleasant, no irritating background jingle.

Colour: 95% - Colour blending gives a range which can't be complained at.

Overall: 95% - Even if it's the only game you buy this year, it will be worth it.

## SABOTEUR!



Program: Saboteur  
Machine: Amstrad (Version reviewed), Spectrum 48K  
Category: Arcade Adventure  
Publisher: Durell  
Review: Jeremy Doig  
Retail Price:  
Amstrad - £8.95  
Spectrum - £8.95

Durell have tried to keep up the high quality of their software with Saboteur. In our opinion, the game lacks too many vital aspects to be classed as anything special, speed being the main one.

In this game you're a spy, trained in Ninja warfare, who infiltrates an enemy H.Q. to steal a disc and hopefully blow the base up as you leave. You control the gawky figure who

stealthily jerks his way around numerous corridors and rooms, ruthlessly attacking any guard or dog who happens to be in his vicinity with his Ninja skills or a handy weapon. The "Ninja" moves you have are only "kick" and "punch", so don't get too excited.

The graphics are slow, and this gives rise to the jerky nature of the poor spy who appears to have been created in pre-war animation. The idea of the game, though, is relatively original and it is fun to explore the different places, but you have a time limit to reach a helicopter and escape.

You get points for killing a guard and escaping but the big points are in finding the bomb, switching it with a disc and escaping with the disc. Unfortunately, the maze is identical each time, and this makes the game boring after a few attempts with the only option to go on to a higher skill level which entails faster guards and using special consoles to open doors.

The colour is also a bit of a let down with the dark colours mingling to make visibility difficult, especially on a green screen. Sound is



virtually non-existent apart from an awful introductory tune which prompts you to turn the sound down quickly.

Overall, Saboteur (a Spectrum convert) is a let down and is not really worth wasting good money on.

#### Reviewers Comment: Yawn!

#### Ratings:

Originality: 80% - Kung fu moves and a mission to complete.

Interest: 75% - Initially. 10% Eventually.

Graphics: 55% - Let down by slow movement.

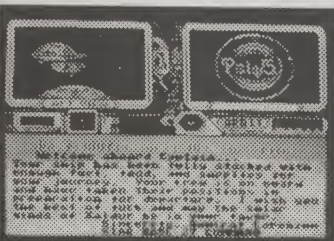
Sound: 50% - Nothing stunning.

Colour: 50% - Could have had more contrast.

Overall: 55% - A bad attempt at something that could have been good.

After moderate success with Combat Lynx and Critical Mass,





Camtasia.  
Control keypad downed? Oh, there are  
knobs of a kind and but not finding  
things up!      Grrrr, Meeeee . . . Off

*Spectrum*  
**(0494) 450586**

*Commodore*  
**(0494) 450587**



# Chartwatch

If you're uncertain which games to buy then these two pages should help you decide. Firstly, the three charts shown here, courtesy of GALLUP, give the top 20 sellers covering the Spectrum, Commodore 64 and Amstrad for the week beginning Monday 5th May. The three larger panels give a summary of the ratings given by the leading magazines. Please note that whilst we have made every effort to ensure complete accuracy, we cannot be responsible for any errors.

## SPECTRUM TOP 20

This	Last	Title	Publisher	RRP £
1	1	Green Beret	Imagine	7.95
2	5	V	Ocean	8.95
3	2	Bomb Jack	Elite	7.95
4	3	Way Of The Tiger	Gremlin Graphics	9.95
5	16	Sport Of Kings	Mastertronic	2.99
6	9	Starstrike 2	Realtime	7.95
7	6	Incredible Shrinking Fireman	Mastertronic	1.99
8	7	FA Cup Football	Virgin	7.95
9	11	Turbo Esprit	Durell	8.95
10	10	Devils Crown	Mastertronic	1.99
11	28	Empire Strikes Back	Mastertronic	1.99
12	29	Finders Keepers	Mastertronic	1.99
13	NE	Cyberun	Ultimate	9.95
14	14	Spellbound	Mastertronic	2.99
15	8	Samantha Fox Strip Poker	Martech	7.95
16	12	Ping Pong	Imagine	7.95
17	24	Action Biker	Mastertronic	1.99
18	15	Caves Of Doom	Mastertronic	1.99
19	32	One Man And His Droid	Mastertronic	1.99
20	17	Formula One Simulator	Mastertronic	1.99

## COMMODORE TOP 20

This	Last	Title	Publisher	RRP £
1	NE	Bomb Jack	Elite	9.95
2	2	V	Ocean	8.95
3	3	Superbowl	Ocean	9.95
4	1	Uridium	Hewson Consultants	8.95
5	8	Kane	Mastertronic	1.99
6	38	Off The Hook	Off The Hook	6.95
7	14	Phantom Of The Asteroids	Mastertronic	1.99
8	NE	Wing Commander	Mastertronic	1.99
9	16	Last V8	Mastertronic	2.99
10	6	Zapp Sizzlers	Gremlin Graphics	9.95
11	4	Hardball	US Gold	9.95
12	NE	Doomdark Revenge	Beyond	9.95
13	27	Kik Start	Mastertronic	1.99
14	NE	Countdown To Meltdown	Mastertronic	1.99
15	12	Kung Fu Master	US Gold	9.95
16	35	Master Of Magic	Mastertronic	2.99
17	RE	BMX Trials	Mastertronic	1.99
18	7	Comp. Hits 10 Vol 2	Beau Jolly	9.95
19	9	Yie Ar Kung Fu	Imagine	8.95
20	13	FA Cup Football	Virgin	8.95

## AMSTRAD TOP 20

TW	LW	Title	Publisher	RRP£
1	4	Into Oblivion	Mastertronic	1.99
2	15	Caves Of Doom	Mastertronic	1.99
3	3	Last V8	Mastertronic	2.99
4	18	One Man And His Droid	Mastertronic	1.99
5	2	Spindizzy	Electric Dreams	9.95
6	6	Finders Keepers	Mastertronic	1.99
7	1	Way Of The Tiger	Gremlin Graphics	9.95
8	NE	Get Dexter	PSS	9.95
9	7	Comp. Hits 10 Vol 2	Beau Jolly	9.95
10	8	Formula One Simulator	Mastertronic	1.99
11	5	Rambo	Ocean	8.95
12	10	Chiller	Mastertronic	1.99
13	12	Spellbound	Mastertronic	2.99
14	RE	Who Dares Wins 2	Alligata	8.95
15	NE	Turbo Esprit	Durell	8.95
16	RE	Strike Force Harrier	Mirrorsoft	9.95
17	RE	Tau Ceti	CRL	9.95
18	9	They Sold A Million	Hit Squad	9.95
19	11	Soul Of A Robot	Mastertronic	1.99
20	RE	FA Cup Football	Virgin	8.95

Amstrad		C+VG		FIXE		AMSTRAD ACTION		AMSTRAD COMPUTER USER	
		Grading Method: Out of 10		Amix grade their reviews on Presentation, Graphics, Sound, Hookability, Lastability, Value for money and then overall. Below we give the most meaningful mark.		AA grade their reviews on Graphics, Sonics, Grab Factor, and Staying Power. Below we give their overall AA rating.		Grading Method: Out of 20	
		Categories: 1 - Graphics 2 - Sound 3 = Value 4 = Playability						Amstrad User grade on Graphics, Sound, Polish, First Impression, Lasting Impression and Value.	
Get Dexter	1 ..... 3 ..... 2 ..... 4 .....					94% Master Game			
The Last V8						74% Overall			
Colossus Chess						92% Overall			
Ping Pong	1 ..... 3 ..... 2 ..... 4 .....							1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Fairlight						81% Overall			
Rambo						58% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Batman	1 ..... 3 ..... 2 ..... 4 .....					93% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Frankie Goes to H'wood						83% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Cluedo						52% Overall			
Strike Force Harrier	1 ..... 3 ..... 2 ..... 4 .....							1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Panzadrome						53% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Bomb Jack	1 ..... 3 ..... 2 ..... 4 .....								
Way of the Tiger						70% Overall			
FA Cup Football						41% Overall			
Moon Cresta						62% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Tomohawk						92% Overall			
Obsidian	1 ..... 3 ..... 2 ..... 4 .....							1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Doomsday Blues	1 ..... 3 ..... 2 ..... 4 .....					80% Overall			
Nomad						63% Overall		1 ..... 3 ..... 2 ..... 4 ..... 5 ..... 6 .....	
Thing on a Spring						82% Overall			

(One dot represents two points)



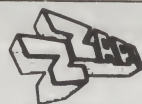
# Commodore



Grading Method: Out of 10

Categories:

- 1 = Graphics
- 2 = Sound
- 3 = Value
- 4 = Playability



Zap! grade their reviews on Presentation, Graphics, Sound, Hookability, Lastability, Value for money and then Overall. Below we give the most meaningful mark.



Grading Method: 1 - 5 \*

Categories:

- 1 = Graphics
- 2 = Sound
- 3 = Toughness
- 4 = Staying Power
- 5 = Value



Grading Method: 1 - 5 \*

Categories:

- 1 = Graphics
- 2 = Sound
- 3 = Playability
- 4 = Overall

Green Beret			88% Overall			
Ark Pandora			80% Overall	1 **** 2 **** 3 ****	4 *** 5 ***	
Bomb Jack	1 ..... 2 .....	3 ..... 4 .....		1 **** 2 **** 3 ****	4 **** 5 ****	
Superbowl			90% - Sizzler			
Empire	1 ..... 2 .....	3 ..... 4 .....		1 ** 2 * 3 **	4 *** 5 *	
Elektragiide			38% Overall			
Hocus Focus			70% Overall			
Mugsy's Revenge	1 ..... 2 .....	3 ..... 4 .....	33% Overall			1 **** 2 **** 3 *** 4 Crisp
PSI-5 Trading Company			88% Overall	1 ***** 2 ***** 3 *****	4 ***** 5 *****	
Silent Service			88% Overall	1 *** 2 **** 3 *****	4 *** 5 ***	
Dr Who Mines of Terror	1 ..... 2 .....	3 ..... 4 .....	86% Overall			
Ping Pong				1 **** 2 **** 3 ****	4 *** 5 ****	1 ***** 2 ***** 3 ***** 4 Mega
Thrust	1 ..... 2 .....	3 ..... 4 .....	94% Sizzler	1 *** 2 **** 3 ****	4 ***** 5 *****	
Alter Ego			98% Gold Medal			
Mr Mephisto	1 ..... 2 .....	3 ..... 4 .....	24%			
Captain Kidd			32% Overall			
Rasputin	1 ..... 2 .....	3 ..... 4 .....				
Tigers in the Snow			82% Overall			
Fairlight				1 **** 2 *** 3 ****	4 ***** 5 ****	
Geoff Capes						1 *** 2 **** 3 *** 4 Dodgy
Archon II						1 *** 2 **** 3 *** 4 Crisp

# Spectrum



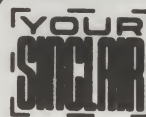
Grading Method: Out of 10

Categories:

- 1 = Graphics
- 2 = Sound
- 3 = Value
- 4 = Playability



Crash grade their reviews on Presentation, Graphics, Sound, Hookability, Lastability, Value for money and then overall. Below we give the most meaningful mark.



- Categories: 1 = Graphics
- 2 = Playability
- 3 = Value for Money
- 4 = Addictiveness
- 5 = Overall



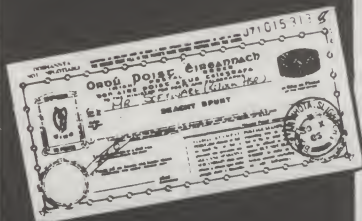
Grading Method 1 5 \*

Green Beret			88% Overall			
Max Headroom	1 ..... 2 .....	3 ..... 4 .....	85% Overall			★ ★ ★
Quazatron						★ ★ ★ ★ ★
Turbo Esprit	1 ..... 2 .....	3 ..... 4 .....	88% Overall			★ ★ ★ ★ ★
Labyrinthion	1 ..... 2 .....	3 ..... 4 .....		1 ..... 2 ..... 3 .....	4 ..... 5 .....	
Mugsy's Revenge	1 ..... 2 .....	3 ..... 4 .....		1 ..... 2 ..... 3 .....	4 ..... 5 .....	★ ★ ★ ★
Superbowl	1 ..... 2 .....	3 ..... 4 .....				
Sodov the Sorcerer				1 ..... 2 ..... 3 .....	4 ..... 5 .....	
Arc of Yesod				1 ..... 2 ..... 3 .....	4 ..... 5 .....	★ ★ ★ ★
F.A. Cup Football				1 ..... 2 ..... 3 .....	4 ..... 5 .....	★
Samantha Fox Poker	1 ..... 2 .....	3 ..... 4 .....	72% Overall			
Bomb Jack	1 ..... 2 .....	3 ..... 4 .....		1 ..... 2 ..... 3 .....	4 ..... 5 .....	★ ★ ★ ★
Who Dares Wins II			73% Overall			
Starstrike II			96% - Smash			
Incredible Shrinking F man	1 ..... 2 .....	3 ..... 4 .....	68% Overall	1 ..... 2 ..... 3 .....	4 ..... 5 .....	
Sai Combat			81% Overall	1 ..... 2 ..... 3 .....	4 ..... 5 .....	★ ★ ★ ★ ★
Knight Tyme	1 ..... 2 .....	3 ..... 4 .....				
Batman	1 ..... 2 .....	3 ..... 4 .....	93% - Smash	1 ..... 2 ..... 3 .....	4 ..... 5 .....	★ ★ ★ ★ ★
Cyberun			90% Overall			
Friday 13th				1 .. 2 .. 3 ..	3 .. 4 ..	
Ping Pong			90%			



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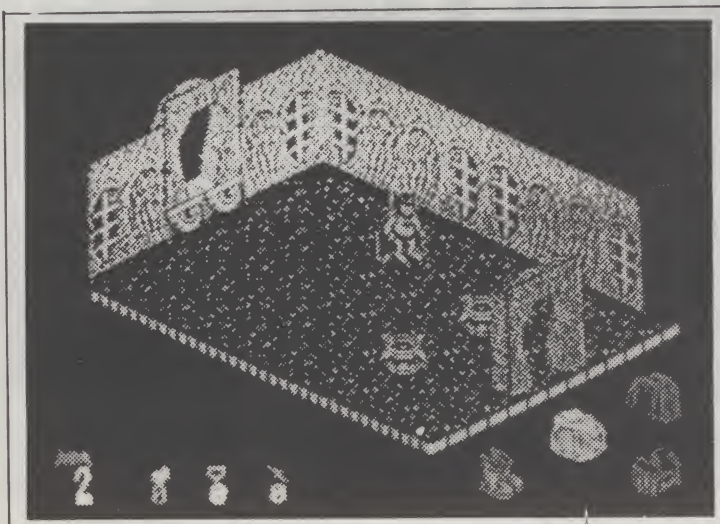
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Continued from Front Page

# RASPUTIN



lives by picking up the right articles. Nothing is ever that simple, however, because the evil 'Riddler' has scattered identical articles around which, if picked up, will cause Batman to immediately lose all his extra energy.

**Reviewers Comment:** I was very impressed with the high standard of graphics and playability, and it could become addictive. I recommend it to anyone who watches the series or enjoys Knight-Lore type games, especially if you like puzzles. Nearly every room has some obstacle or manoeuvre you can perform, so you don't end up just wandering around, as is so often the case.

At first sight I was immediately reminded of Knight-Lore. The game is designed and played in a very similar way. However, I must admit I did enjoy playing the game. Every possible need is catered for before you start — all you have to do is save Robin! Not as easy as it sounds — the 3D effect although appearing very good, has its drawbacks. In some rooms it is difficult to manoeuvre around obstacles because you cannot judge the distances — practice makes perfect!! Although challenging it is not impossible so it will provide all budding Bat-man fans with hours of fun.

#### Ratings:

**Graphics 95%** — excellent characters and objects.

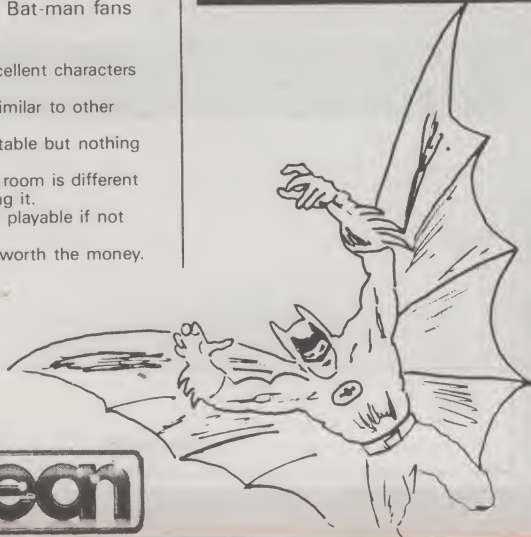
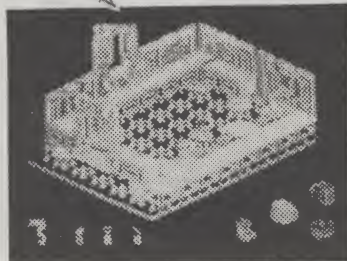
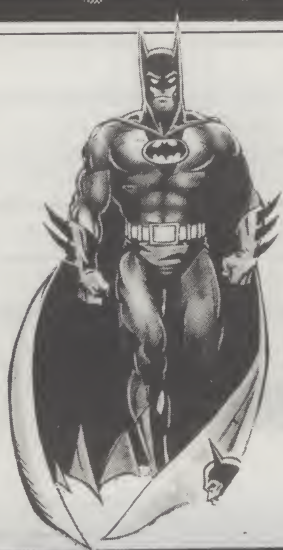
**Originality 65%** — similar to other games.

**Sound 70%** — adjustable but nothing superb.

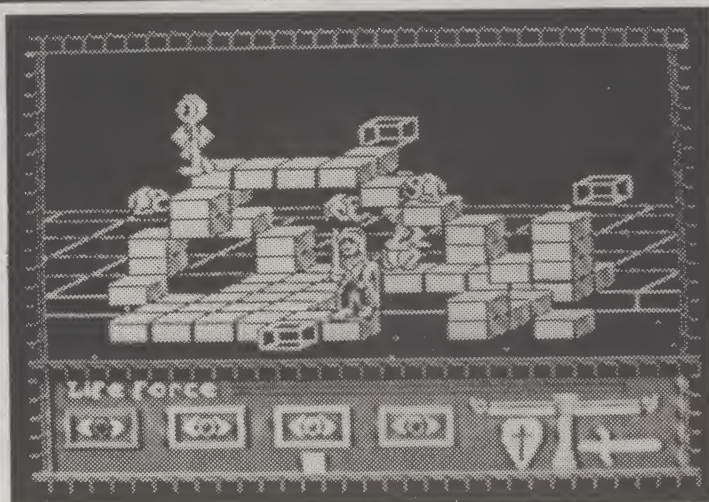
**Colour 85%** — each room is different from those surrounding it.

**Interest 90%** — very playable if not addictive.

**Overall 92%** — well worth the money.



**ocean**



**Program:** Rasputin  
**Machine:** Commodore 64, Spectrum 48K, Spectrum + (Version reviewed)  
**Spectrum Interfaces Supported:** Kempston, Sinclair, Cursor.  
**Category:** Arcade  
**Publisher:** Firebird  
**Review:** Richard Peace  
**Retail Prices:**  
Commodore 64 - £7.95  
Spectrum - £7.95

Rasputin is a three dimensional arcade game in which you must destroy the "Jewel of the Seven Planets" which is the power source of the spirit of Rasputin. In order to find the jewel it is first necessary to neutralize the eight spells that have been cast in Rasputin's name.

Rasputin's spirit is attempting to cross from the dark side to the light side and you must waste no time in beginning your quest. You must cross the courtyard of your dark side and then using skillful movements and of course your magic sword and shield outwit the creatures and grab the spell stones. Once you have found an "eyes of Heaven" spell you can enter the room containing Rasputin's evil eyes

and take one of the runes that fix in the boxes. Your stamina is decreased by hitting other creatures and your magic sword and shield only have limited power shown by candles that burn down gradually.

#### Reviewer's Comments:

Rasputin features some very good detailed graphics but really lacks any gameplay. It is not at all addictive and is uncolourful. I liked the revolving wheels and some of the creatures found on your dark side but I was not at all motivated to keep trying to finish it.

#### Ratings:

**Graphics: 88%** - Very detailed with smooth movement, no colour problems since hardly any is used.

**Originality: 60%** - Graphical style very much like Knight Lore, very different plot.

**Sound: 55%** - Good tune, not much in the game itself.

**Colour: 42%** - Same colour used nearly everywhere, one colour used per room.

**Interest: 40%** - Not very addictive.

**Overall: 57%**

